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ABSTRACT

This booklet, written for coaches of women's softball teams, contains the official National Association for Girls and Women in Sports (NAGWS) rules for the game. Recent rule modifications are included. Statements of philosophy and standards for NAGWS officials are also included. (JD)

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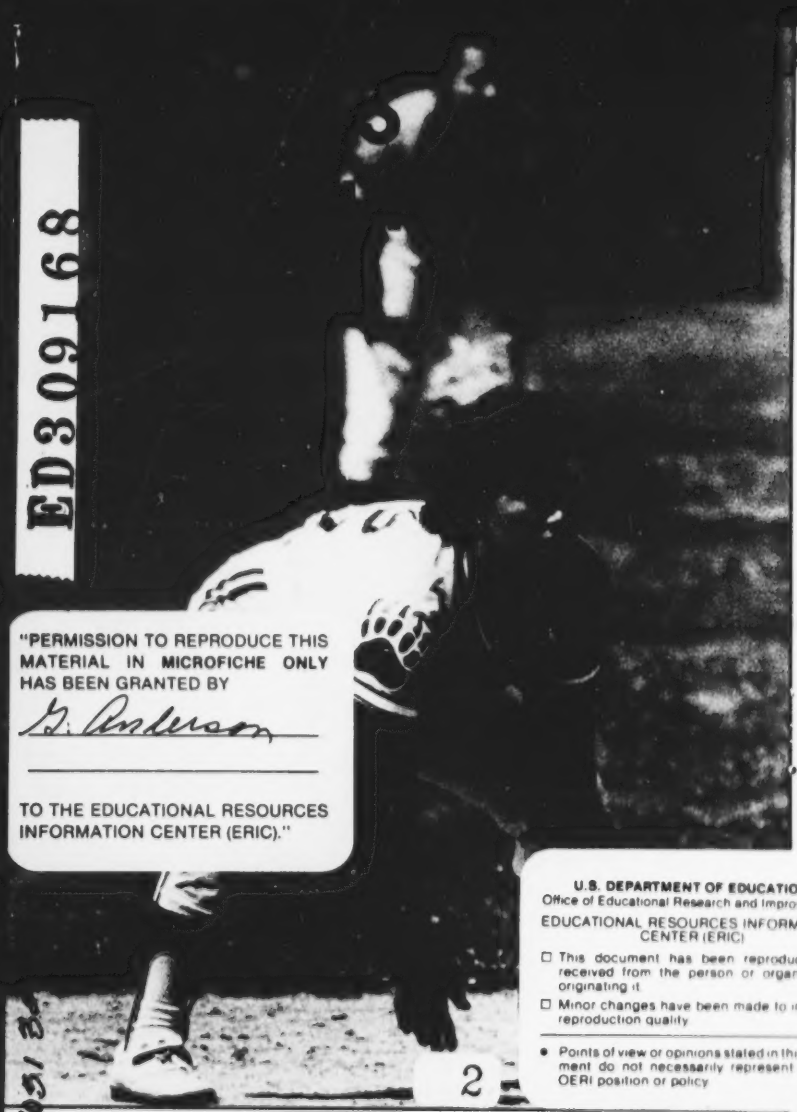

Official Rules/Officiating

Sport Guides Available From NAGWS:

Field Hockey (*also* Scorebook)
Gymnastics
Soccer
Softball (*also* Scorebook)
Tennis
Volleyball (*also* Rules Reprint, Lineup Sheets, and Scorebook)

Related AAHPERD Publications:

Handbook for Youth Sports Coaches
Ideas II: A Sharing of Teaching Practices by Secondary School Physical Education Practitioners
Intramurals and Club Sports
Nutrition for Sports Success
Physical Education and Sport for the Secondary School Student
Principles of Safety in Physical Education and Sport
Sport Skills Test Manuals (for Archery, Basketball, Softball, Volleyball)
Stress Management for Sports

On the cover: *Second baseman Shauna Rajkowski, University of California.*
(Photo by Richard Zoller)

NAGWS Softball Guide 1989

Official Rules / Officiating

Rules Interpreter
Janis Matson
Route 1, Box 222B, Roads End
Pittsboro, NC
27312
(919) 967-4800

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The American Alliance
for Health, Physical Education,
Recreation, and Dance
1900 Association Dr.
Reston, VA 22091
0-88314-430-1

National Association for Girls & Women in Sport

Purposes of the American Alliance For Health, Physical Education, Recreation and Dance

The American Alliance is an educational organization, structured for the purposes of supporting, encouraging, and providing assistance to member groups and their personnel throughout the nation as they seek to initiate, develop, and conduct programs in health, leisure, and movement-related activities for the enrichment of human life.

Alliance objectives include:

1. Professional growth and development—to support, encourage, and provide guidance in the development and conduct of programs in health, leisure, and movement-related activities which are based on the needs, interests, and inherent capacities of the individual in today's society.

2. Communications—to facilitate public and professional understanding and appreciation of the importance and value of health, leisure, and movement-related activities as they contribute toward human well-being.

3. Research—to encourage and facilitate research which will enrich the depth and scope of health, leisure, and movement-related activities; and to disseminate the findings to the profession and other interested and concerned publics.

4. Standards and guidelines—to further the continuous development and evaluation of standards within the profession for personnel and programs in health, leisure, and movement-related activities.

5. Public affairs—to coordinate and administer a planned program of professional, public, and governmental relations that will improve education in areas of health, leisure, and movement-related activities.

6. To conduct other activities as shall be approved by the Board of Governors and the Alliance Assembly, provided that the Alliance shall not engage in any activity which would be inconsistent with the status of an educational and charitable organization as defined in Section 501 (c) (3) of the Internal Revenue Code of 1954 or any successor provision thereto, and none of the said purposes shall at any time be deemed or construed to be purposes other than the public benefit purposes and objectives consistent with such educational and charitable status.

Bylaws, Article III

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Foreword

Vivian Acosta
NAGWS President

It is with great pleasure that I extend greetings to you on behalf of the NAGWS Board of Directors. To those who contributed many hours of time and effort in the preparation of the *Guide*, we extend our sincere thanks and congratulations on a job well done.

As members of NAGWS, we share an important legacy which bonds us together. Continuing as part of this legacy is the publication of the *Guides*, which contain the most current information for use by players, coaches, officials, teachers, and administrators of girls' and women's sports programs.

NAGWS has always been and continues to be committed to high quality and equitable sports programs for all. One of the purposes of NAGWS is to meet the needs of women serving in athletic leadership roles and to increase their opportunities for representation. We invite your suggestions and ideas towards achieving these goals. Additionally, NAGWS welcomes your comments concerning any of its programs. Service to the membership of NAGWS is of paramount importance.

As we go forward together, let us all keep the motto of NAGWS uppermost in our thoughts—"Committed to Quality and Equality."

National Association for Girls & Women in Sport

The National Association for Girls and Women in Sport is a nonprofit, educational organization designed to serve the needs of participants, teachers, coaches, leaders, and administrators in sports programs for girls and women. It is one of seven associations of the American Alliance for Health, Physical Education, Recreation and Dance.

Purpose

The purpose of the National Association for Girls and Women in Sport is to foster the development of sports programs for the enrichment of the life of the participant.

Beliefs

The National Association for Girls and Women in Sport believes that:

Sports are an integral part of the culture in which we live.

Sports programs are a part of the total educational experience of the participant when conducted in educational institutions.

Opportunities for instruction and participation in sports appropriate to her skill level should be included in the experience of every girl.

Sports skills and sports participation are valuable social and recreational tools which may be used to enrich the lives of women in our society.

Competition and cooperation may be demonstrated in all sports programs, although the type and intensity of the competition and cooperation will vary with the degree or level of skill of the participants.

An understanding of the relationship between competition and cooperation and the utilization of both within the accepted framework of our society is one of the desirable outcomes of sports participation.

Physical activity is important in the maintenance of the general health of the participant.

Participation in sports contributes to the development of self-confidence and to the establishment of desirable interpersonal relationships.

Functions

The National Association for Girls and Women in Sport promotes desirable sports programs through:

Formulating and publicizing guiding principles and standards for the administrator, leader, official, and player.

Publishing and interpreting rules governing sports for girls and women.

Providing the means for training, evaluating, and rating officials.

Disseminating information on the conduct of girls' and women's sports.

Stimulating, evaluating, and disseminating research in the field of girls' and women's sports.

Cooperating with allied groups interested in girls' and women's sports in order to formulate policies and rules that affect the conduct of women's sports.

Providing opportunities for the development of leadership among girls and women for the conduct of their sports programs.

For NAGWS membership information, call or write:
The American Alliance for Health, Physical Education, Recreation, and Dance
1900 Association Drive
Reston, Virginia 22091
(703) 476-3450

Standards in Sports for Girls & Women

Standards in sports activities for girls and women should be based upon the following:

Sports activities for girls and women should be taught, coached, and officiated by qualified women whenever possible.

Programs should provide every girl with a wide variety of activities.

The results of competition should be judged in terms of *benefits to the participants* rather than by the winning of championships or the athletic or commercial advantage to schools or organizations.

Health and Safety Standards for Players

Careful supervision of the health of all players must be provided by:

1. An examination by a qualified physician
2. Written permission by a qualified physician after serious illness or injury
3. Removal of players when they are injured, overfatigued, or show signs of emotional instability
4. A healthful, safe, and sanitary environment for sports activity
5. Limitation of competition to a geographical area which will permit players to return at reasonable hours; provision for safe transportation

General Policies

Arrange matches between teams of comparable ability and maturity.

Schedule games and practices so as not to place demands on teams or players which would jeopardize the educational objectives of the comprehensive sports program.

Discourage girls from practicing or playing with more than one team during a sport season.

Promote social events with all forms of competition.

Coaches Academies of the National Coaches Council

The National Coaches Academies were formed by the NAGWS to:

(1) provide a channel of direct communication among coaches at all educational levels
(2) assist in the formulation and dissemination of guiding principles, standards, and policies for conducting competitive sports programs for girls and women
(3) keep members informed of current coaching techniques and trends
(4) sponsor clinics and conferences in sports and coaching skills
(5) provide opportunities for members to become appointed representatives to the National Governing Body of a particular sport, and/or sports-specific rules committees
(6) promote cooperative efforts with other sports-centered organizations
(7) endorse international exchange programs
(8) provide a united body for positive political action in the realm of girls' and women's athletics.

Academies for 13 sports have been established. (Note the application blank for specific listings.) Membership in each Academy is open to any coach of girls' or women's sports or any interested person. Annual dues for AAHPERD members are $10.00 per Academy. Non-AAHPERD members pay $20.00 annually for membership in one sport Academy and $5.00 for each additional Academy membership desired—this applies to both AAHPERD members and Non-AAHPERD members.

Get involved... Join NOW.

Direct questions to:

Darlene Kluka, Chair
National Coaches Council
1610 Elizabeth Avenue
Ruston, LA 71270

OR

Peggy Kellers
NAGWS Executive Director
1900 Association Dr.
Reston, VA 22091
703/476-3450

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Coaches Academies of the Affiliated National Coaches Council

National Association for Girls & Women in Sport: AAHPERD
1900 Association Dr., Reston, VA 22091

NAME _____
last first initial

ADDRESS _____
street

_____
city state zip

FOR OFFICE USE:
DT: _____ AMT: _____
CK: _____

AAHPERD MEMBERS: Membership number as it appears on your journal label: _____
Teaching/Coaching level (please check): _____ College _____ Jr. College _____ High School
Jr. High _____ Elementary _____ Other _____
Please check the academies you wish to join:* ☐ Badminton ☐ Basketball ☐ Bowling
☐ Fencing ☐ Field Hockey ☐ Gymnastics ☐ Soccer ☐ Softball ☐ Swimming
☐ Team Handball ☐ Tennis ☐ Track/Field ☐ Volleyball
I am willing to serve on an Academy committee: ☐

*AAHPERD members: $10.00 for one Academy and $5.00 for each additional Academy. Non-AAHPERD members $20.00 for one Academy and $5.00 each additional Academy.

Please send AAHPERD membership information: _____ yes _____ no

Committee and Articles

NAGWS Softball Committee

JANIS MATSON, *Chair and Rules Interpreter,* Rt. 1, Box 222B, Roads End, Pittsboro, NC 27312; (919) 967-4800

RICK KIMMETH, *Ratings Chair,* 144 Sheridan Ave., Erie, PA 16509; (814) 868-0084

DENNIS MADER, *Examinations Chair,* RDH2, Box 26F, Cross Creek, Bergettstown, PA 15201-9401; (412) 947-4061

JIM O'DRAIN, *Training Chair,* 4535 Tudor St., Philadelphia, PA 19136; (215) 335-2935

WILLIAM CHRISTY, *At-Large,* RD#1, Box 234, Daisytown, PA 15427; (412) 769-5965

BARBARA HORNAK, *At-Large,* 3169 W. 40th, Erie, PA 16506; (814) 833-2638

Using the Softball Scoresheet

Explanation of Sample Scoresheet

First Inning. Jones was walked (BB). Beckmann hit a grounder to the shortstop (6). who threw out Jones on a double play to the second baseman (4) who tossed out Beckmann at first base (3). (Join Jones' and Beckmann's boxes with a line ⌐) Jones (1) and Beckmann (2) were out. Beals hit a home run (HR) to the right field fence (note line indicating this). Grebner lined out to the right fielder (9) (3) , 1 run, 1 hit. 1/1

Second Inning. Hubbard singled (1B) to left field. McKee (center fielder (8)) doubled (2B) to left field, batting in Hubbard who had stolen second base (SB). Bain struck out (K) (1) . Bremberg was safe at first base on an error by the first baseman (A4 E3D). McKee went to third. Baker (1) grounded out (2) to the third baseman who threw to the first baseman (5-3). McKee scored on the play (put a 1 at the base of the field diagram in McKee's box). Jones fouled (3) to the catcher (f2). 2 runs, 2 hits. 2/2

Third Inning. Beckmann tripled (3B). Beals batted in Beckmann with a single (1B) to center. Grebner was safe on a fielder's choice when she grounded to the third baseman who threw the ball to second base for a force-out (1) on Beals (5-4, FC). Hubbard bunted (Bt) to advance Grebner to second base, and was thrown out (2) by the pitcher to first baseman (1-3). McKee grounded out (3) to the first baseman unassisted (3U). 1 run, 2 hits. 1/2

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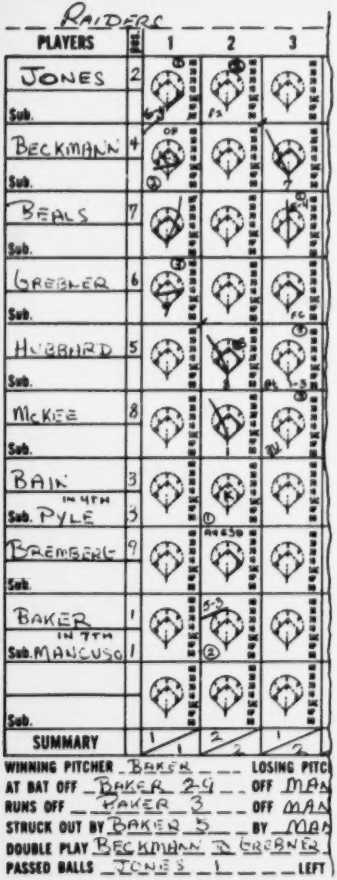

KEY TO SYMBOLS

PLAYERS (Numbers are used.)

1–pitcher
2–catcher
3–first baseman
4–second baseman
5–third baseman
6–shortstop
7–left fielder
8–center fielder
9–right fielder

HITS (Line is drawn through appropriate initials on right of square, and a line is drawn from base to base to indicate progress.)

HR–home run
3B–triple
2B–double
1B–single
SAC–sacrifice hit
HP–hit by pitcher
BB–walk

OUTS (Number of each player handling the ball is included, and the number of total outs made in each inning is indicated by a circle within the box–(2).)

4-3 – grounder to second baseman who threw the runner out at first base
— – ground ball (number of player involved placed above)
∩ – pop-up (number of player is placed underneath)
— – line drive (number of player is placed underneath)
◠ – fly (number of player is placed underneath)
8 – fly to center fielder
U – unassisted (number of player indicated)
E – error (number of player indicated)
E5F – error by third baseman on a fumble
E5Th – error by third baseman on a bad throw
E5D – error by third baseman on a dropped throw
A – assist (number of player indicated)
OT – overthrow (number of player indicated)
WP – wild pitch
PB – passed ball
K – strike out
Bk – balk
Bt – bunt
SB – stolen base (place by base player stole)
DP – double play (a line is connected to both boxes of players involved)
8 – run batted in by the center fielder
f2 – fouled to catcher
F – fumble
f – foul ball
FC – fielder's choice
/ – end of inning

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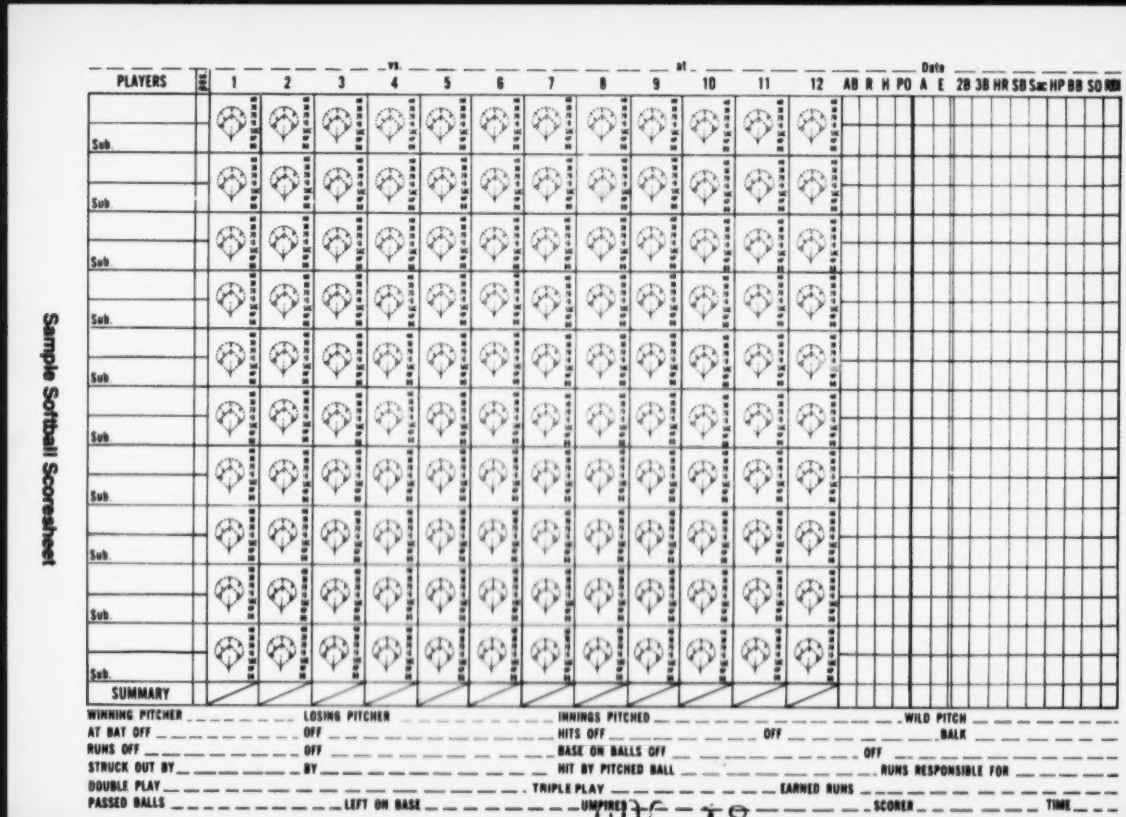


Sample Softball Scoresheet

Coaching: More Than What is Between the Foul Lines

Shelley A. Monas

Shelley A. Monas is currently the coach at Northwestern High School in Albion, PA. She has coached there two years, compiling a 32-11 record, including an undefeated season in the Erie County League in 1988. She formerly coached at Mercyhurst College in Erie, PA, for four years, with a 66-13-1 record. Shelley has a BS degree in Education from Edinboro University of Pennsylvania.

Informative articles have been written about softball. Coaches need to share their thoughts on what makes their programs successful. What do stickers, post-its, rap, rectangles, and guts have to do with softball? These are the coaching aids I use in my program to prepare my players for competition. Coaching is much more than what is between the foul lines.

I do not coach softball; I coach young people to play softball. I coach players who differ in personality, perception, and motivation. They also differ in how they learn, so I use a variety of teaching strategies to meet my players' needs. A majority of athletes learn by doing. I use step by step progressions to teach skills. I supplement my teaching with the use of hand-outs, fundamental checklists, and videotapes. Some athletes need to see others perform the skill. Many need to see themselves perform before they can comprehend what they are doing. I create an atmosphere where learning has priority.

I organize my content just like a teacher. I determine what techniques will be taught and retaught for both rookies and vets, and I build upon the accomplishments of the previous season. When my emphasis is on identifying and hitting the entire zone one season, my emphasis the next season is on making the bat "whistle" (increase bat velocity). I use cue words to describe the execution of the technique. The key to effective teaching is knowing what you expect from your players, then finding the best way to communicate those expectations.

I create a learning experience that is stimulating and builds confidence. I do this by using modified equipment. Balls of different sizes and densities aid in overcoming the fear of the ball. Various simulations of

gloves and bats help teach specific fundamentals. Distance and speed can be controlled by using varied methods of producing force on the ball. Here is how I would sequence the tasks to teach the fielding of a ground ball. The tasks are organized from simple to complex to assure success: Field a 1) tennis ball from a wall with bare hands; 2) ragball from a coach's toss with bare hands; 3) rubberized softball from a partner with a paddleboard (wood glove to emphasize fielding with two hands); 4) softball from a partner with a paddleboard and glove; 5) softball from a machine with a glove; 6) softball hit by a coach and a teammate with a glove; 7) live hit ball from the shortstop position with a glove; 8) live ball in a scrimmage situation with runners on with a glove. I expect my players to execute with proper technique. I set goals for each task to emphasize the quality of skill I want, and I adapt the skill to the game situation by combining fielding with throwing. These two skills must be practiced together.

Make a diamond into a "rectangle" and place four bases down at each corner. Position a player at each base. Alternate across the rectangle throws with down the line throws until the player that started the round receives the ball again. Perform five to 10 or more rounds. Thus, you have the best way I know to work a number of players in a small area. It is a great way to teach the fundamentals of two hand catch, grab seams for quick release, and over the top throws. The footwork for the force, putting on a tag, fielding the bunt, ground ball glove, non-glove side, and even flyballs are some of the techniques that can be taught and practiced in this formation. Challenge your players; can you do five rounds without a dropped ball or errant throw? By using a fifth player at the starting corner, have your players follow their throws by sprinting to the base they have thrown to. Conditioning is being done without your players knowing it. The benefits of these drills are numerous. The players get the repetition they need to improve their skills. Coaches can be offering corrective feedback. Players can work within their own ability levels. They are adaptable to the game diamond when fundamentals are sharper and arms are stronger. Four corner drills are beneficial for both infielders and outfielders. Once the players know the routine, I can be free to work with those who are having difficulties or to work in the other half of the gym on another skill. The drills are excellent for improving concentration skills. The players learn not to rush their throws. They improve at handling all kinds of throws and short hops. The players are busy, they are working hard, they take pride in their ability to "make it click," and they really like the drills.

I want my defensive players to go to the ground (dive) for a hit ball. I use a drill I refer to as "beat the ball." One fielder faces the coach in a

good ready position. The coach is kneeling down, and rolls the softball, easy at first, to make the fielder explode to the ball. They must stop the ball before it reaches a certain point. Move the fielder to the glove and non-glove side. It does take some "guts" or inner drive to dive and field the fast moving ball. This also helps the fielders keep their bodies and gloves down. They are actually having a good time working on their range at the same time.

Pitching, catching, and hitting are the most difficult skills to develop in young people. There just does not seem to be enough time. Here is a voluntary program my athletes can do on their own time. Young people like "stickers."When an athlete pitches, catches (a pitcher), or swings the bat 100 times, she places a sports sticker on an incentive chart (they can be purchased in any teacher's store). If an athlete, who is on her/his honor, places a sticker in 100 squares, she becomes a member of the 10,000 Club. The athlete's name is engraved on a special plaque that is displayed in the school. These skilled positions and hitting need repetition for consistency. This is just one way I get incentive to work for me.

Take care of your players physiological needs. Always keep water on hand. Talk to your players about their diet and proper nutrition. My "post-it" program helps keep players' studies in perspective. The players write down their test dates, paper and project due dates, and special activities on a "post-it" pad. They stick this information up on a monthly calendar which is displayed in the locker room. The calendar is checked periodically to determine if certain individuals or the entire team needs time off to study. I am not afraid to schedule a study hall after school. A day off out of the blue usually does a world of good. Your athletes will appreciate it. We all need time to recharge our batteries. The next practice, we all come back rested, refreshed, and ready to work hard.

After the first week of practice, I get my team together for a "rap session." We "rap" about team goals, strengths, weaknesses, rules, distractions, priorities, and answer any questions. After pre-session scrimmages, I have TLA's (Talk, Listen, and Attitude), or individual meetings. We talk about roles, progress, and future plans. I am made aware of any problems. I take the problems to the captains and we find a solution together. Give your senior members responsibilities. Have some get-togethers away from the gym and field. Let your players see you in different lights; as a wife or husband, a father or mother, a son or a daughter, a teacher, and in a social setting away from the school. These ideas help me to get to know my players and they get to know me. These philosophies and techniques work for me. They show that I care.

I have experienced both roles: being inside the foul lines and outside.

As a coach, the things that are not good for the game of softball are when umpires are not cordial and friendly, are late without an explanation, rush the defensive team during a time out, are not consistent with the strike zone from the first to the last inning, are unable to communicate with the catcher to avoid a confrontation with an upset pitcher regarding a strike zone, do not hustle, and overrule their partner. As an umpire, the things that are not good for the game are when coaches beg for balls and strikes, look for excuses when they are frustrated with their teams' performance, and provoke arguments. Mutual respect must exist between both professional groups, and neither party should put the other in a threatening position. Keep things in perspective. We must be good examples for the athletes.

Softball Playing Rules*

*Copyright by The Amateur Softball Association of America. Revised 1989.

1989 PLAYING RULE CHANGES

RULE 1, SEC. 29 HELMET.

a) A helmet worn by the batter and baserunner shall be the type which has safety features equal to or greater than those provided by the full plastic cap with padding on the inside. The liner type helmet does not meet the rules specification. b) A helmet worn by a catcher may be the skull type without the ear flaps, or a helmet with ear flaps (JO slow pitch).

RULE 2, SEC. 55 SACRIFICE FLY.

A sacrifice fly is scored when, a) with less than two outs, the batter scored a runner with a fly ball which is caught; or, b) the ball or the line drive handled by an outfielder (or an infielder running in the out field) which is dropped and a runner scores, and if in the scorer's judgment, the runner could have scored after the catch, had the fly ball been caught.

RULE 2, SEC. 1 YOUTH DIVISION FENCE, BASE, AND PITCHING DISTANCES.

SEC. 3

AGE GROUP	FENCE MIN.	FENCE MAX.	BASES	PITCHING
Fast Pitch				
Girls 14-U	175 ft.	200 ft.	60 ft.	40 ft.
Boys 14-U	175 ft.	200 ft.	60 ft.	46 ft.
Girls 16-U	200 ft.	225 ft.	60 ft.	40 ft.
Boys 16-U	200 ft.	225 ft.	60 ft.	46 ft.
Slow Pitch				
Girls 14-U	225 ft.	250 ft.	65 ft.	46 ft.
Boys 14-U	250 ft.	275 ft.	65 ft.	46 ft.
Girls 16-U	225 ft.	250 ft.	65 ft.	46 ft.
Boys 16-U	275 ft.	300 ft.	65 ft.	46 ft.

ADULT SLOW PITCH: Men's Major and Super Division fence distance shall be 300 feet in national championship tournament play only (beginning 1991).

14" Slow Pitch			60 ft.	46 ft.

NOTE: If during the course of the game, the base distance or the pitching distance is found to be at the wrong dimensions, correct the error and continue playing the game.

RULE 3, SEC. 3 THE OFFICIAL SOFTBALL.

d. Shall have a cover cemented to the ball by application of cement to the underside of the cover, and sewn with waxed thread of cotton or linen. If the cover is molded, it can be a) bonded to the core, or b) can be of the same composition as the core. Either molded type must have an authentic facsimile of stitching as approved by the ASA.

i. The white-stitch 11 inch ball shall be used in the following ASA play: Boys and Girls 10-under Junior Olympic fast pitch. It must have a COR of .50 and under and show the ASA logo.

j. The red stitch (and/or red indelible stamping as approved by the ASA) twelve-inch ball with a COR of .47 and under shall be used in the following ASA play: Adult men's slow pitch and Co-Ed slow pitch (male batters only). It must be marked MSP-47 and show the ASA logo.

k. The red stitch (and/or red indelible stamping as approved by the ASA) eleven-inch ball with a COR of .47 and under shall be used in the following ASA play: Women's slow pitch and Co-Ed slow Pitch (female batters only), and all girls Junior Olympic slow pitch. It must be marked GWSP-47 and show the ASA logo.

RULE 3, SEC. 9 MASKS, BODY PROTECTORS, AND SHIN GUARDS.

a. (FP ONLY) Masks, with throat protectors must be worn by adult catchers, and Junior Olympic catchers must wear a mask, throat protector and helmet. An extended wire protector can be worn in lieu of a throat protector attached to the mask. NOTE: Any player warming up a Junior Olympic pitcher at any location within the confines of the playing field shall wear a mask and throat protector.

b. (SP ONLY) Junior Olympic catchers must wear an approved batter's helmet, or the catcher's helmet with ear flaps and mask.

c. (FP ONLY) Junior Olympic catchers must wear shin guards and body protectors.

RULE 3, SEC. 11 UNIFORM.

b. **PANTS/SLIDING PANTS.** All player pants shall be either all long or short in style. Players may wear a uniform, solid color pair of sliding pants. It is not mandatory that all players wear sliding pants, but if more than one player wears them, they must be alike in color and style. No player may wear ragged, frayed, or slit legs on exposed sliding pants.

e. **HELMETS.** All adult fast pitch and Junior Olympic fast and slow pitch offensive players must wear properly, batting helmets of similar color with double ear flaps that have been approved by the National Operating Committee on Standards for Athletic Equipment (NOCSAE). PENALTY: Failure to wear the batting helmet when ordered to do so by the umpire shall cause said player to be declared out. Deliberately wearing the helmet improperly or deliberately removing the helmet during a live ball play and seen by the umpire as a deliberate act, shall cause the violator to be declared out immediately. The ball remains live. EXCEPTION: Modified fast pitch players are not required to wear when playing offense.

g. **JEWELRY.** Exposed jewelry such as wrist watches, bracelets, any type earrings, neck chains, or any other item judged dangerous by the umpire may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry, but if worn, they must be taped to the body.

NOTE: Players must be asked to remove jewelry and if they fail to do so, will be ejected from the game.

RULE 4, SEC. 7a (Add to second paragraph of section:)

DEFENSE: (1) If the illegal player is discovered after he makes a play and prior to the next pitch, the offensive team has the option of taking the result of the play, or have the last batter go back to bat, assuming the ball and strike count prior to the discovery of the illegal player, and having all baserunners return to the base they were prior to the play. The illegal player is ruled ineligible. (2) If the illegal player is detected after a pitch to the next batter, all plays stand, but the illegal player is ruled ineligible.

RULE 4, SEC. 7b

b. Substitute players will be considered in the game when announced to the plate umpire. A player will not violate the substitution rule until one pitch has been thrown.

RULE 5, SEC. 10 HOME RUN CLASSIFICATION (SP ONLY).

A limit of over-the-fence home runs will be used in all Men's and Co-Ed slow pitch divisions. All balls hit over the fence in a game by a team in excess of the following limits will be ruled as shown below under the division of play.

Super Classification — Unlimited

Major Classification — Twelve (12) with excess considered a foul ball to be awarded the batter.

Class "A" — Six (6) with excess considered a foul ball to be awarded the batter.

Class "B" — Three (3) with excess ruling the batter out.

Co-Ed — Three (3) with excess ruling the batter out.

Masters — Three (3) with excess ruling the batter out.

Class "C" — One (1) with excess ruling the batter out.

Class "D" — None (0) with each over-the-fence home run ruling the batter out.

NOTE: Any fly ball touched by a defensive player which then goes over the fence in fair territory, should be declared a four base award and shall not be included in the total of over-the-fence home runs.

RULE 6, SEC. 12 PITCHING

(Fast Pitch) If the ball slips from the pitcher's hand during his windup or during the backswing, a ball is declared on the batter, the ball will be in play and the runners may advance at their own risk.

RULE 6, SEC. 7 PITCHING

(Slow Pitch 16" Slow Pitch) AT THE BEGINNING OF EACH HALF INNING OR WHEN A PITCHER RELIEVES ANOTHER, NOT MORE THAN ONE MINUTE MAY BE USED TO DELIVER NOT MORE THAN THREE (3) PITCHES TO THE CATCHER OR OTHER TEAMMATE. Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of three.

RULE 6, SEC. 2 PITCHING

(16" Slow Pitch) **THE PITCH** starts when the pitcher makes any motion that is part of his windup after the required pause. Prior to the required pause, any windup may be used. The pivot foot must remain in contact with the pitcher's plate until the pitched ball leaves the hand. If a step is taken, it can be forward or BACKWARD, provided the pivot foot is in contact with the pitching plate

when the ball is released and the step is within the 24 inches (60.96 cm) of the pitcher's plate and simultaneous with the release of the ball.

RULE 6, SEC. 6 PITCHING

(16" Slow Pitch) **THE PITCHER SHALL NOT, AT ANY TIME DURING THE GAME, BE ALLOWED TO USE ANY FOREIGN SUBSTANCES UPON THE BALL, THE PITCHING HAND OR FINGERS, NOR SHALL ANY OTHER PLAYER APPLY A FOREIGN SUBSTANCE TO THE BALL.** Under the supervision and control of the umpire, powdered resin may be used to dry the hands. The pitcher shall not wear a bracelet or similar type item on the wrist or forearm of the pitching arm.

RULE 6, SEC. 9 PITCHING

(16" Slow Pitch) **THE PITCHER SHALL NOT ATTEMPT A QUICK RETURN OF THE BALL BEFORE THE BATTER HAS TAKEN HIS POSITION OR IS OFF BALANCE AS A RESULT OF A PREVIOUS PITCH.**

RULE 7, SEC. 1

THE BATTER SHALL TAKE HIS POSITION WITHIN THE LINES OF THE BATTER'S BOX.

e. The batter must take his position within 10 seconds after the umpire has called "play ball."

RULE 8, SEC. 2

THE BATTER BECOMES A BATTER-RUNNER.

e. When a fair ball strikes the person or clothing of the umpire or a base runner on fair ground. If the base runner is hit with a fair ball while touching a base, he is not out.

ADD TO EFFECT: When a fair ball touches a base runner who is in contact with a base, the ball remains dead or alive depending on the position of the fielder closest to the base.

RULE 8, SEC. 5

BASERUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE PUT OUT.

i. When a fair ball that bounds or rolls over, under or through a fence; bounds out of play unintentionally off a defensive player OR AN UMPIRE; or a fair ball that bounds over, under or through any other obstruction marking the boundaries of the playing field.

RULE 8, SEC. 6

A BASERUNNER MUST RETURN TO HIS BASE.

j. (10-under Junior Olympic Fast Pitch ONLY) Under no condition is a runner permitted to steal a base when a pitched ball is not batted. Base runners can leave base when the ball leaves the pitcher's hand, but the ball is dead if not hit and baserunners must go back to the base without liability to be put out.

RULE 8, SEC. 8

THE BASERUNNER IS OUT:

g. When the base runner fails to touch the intervening base or bases in regular or reverse order and the ball is in play and properly appealed.

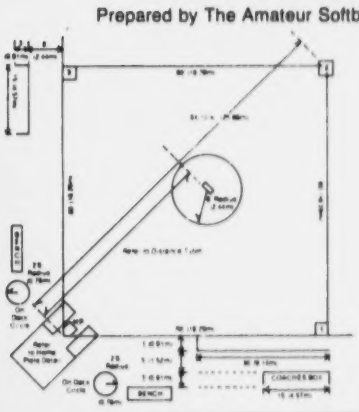
RULE 10, SEC. 1

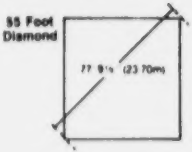
GENERAL INFORMATION FOR UMPIRES:

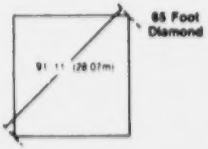
c. *(Beginning in 1990, the cap will have white ASA letters on the front.)*

OFFICIAL DIMENSIONS FOR SOFTBALL DIAMONDS

Prepared by The Amateur Softball Association of America







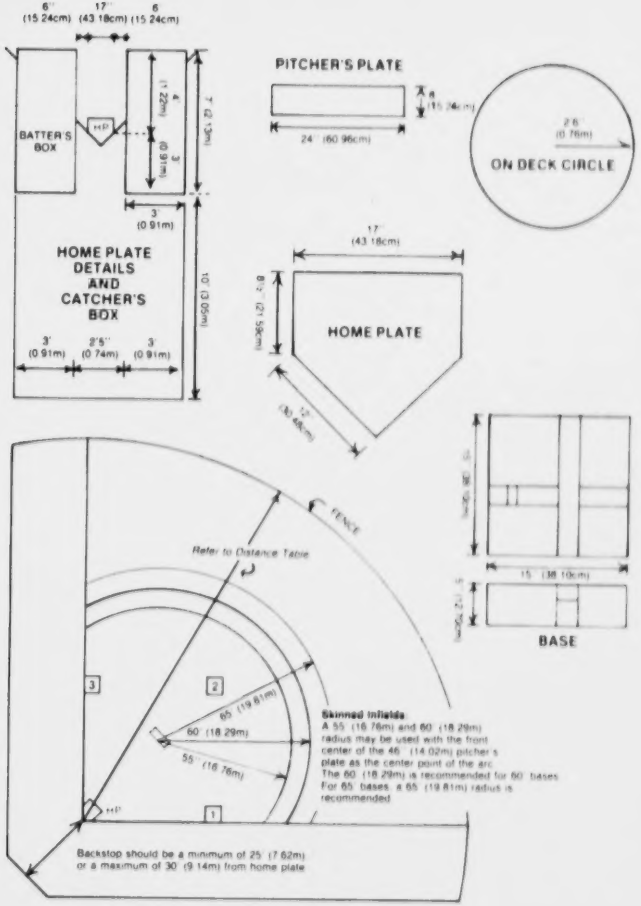
DISTANCE TABLE

ADULT

GAME	DIVISION	BASES	PITCHING	FENCES
Fast Pitch	Women	60' (18.29 m)	40' (12.19 m)	200' (60.96 m)
	Men	60' (18.29 m)	46' (14.02 m)	250' (76.20 m)
	Jr. Women	60' (18.29 m)	40' (12.19 m)	225' (68.58 m)
	Jr. Men	60' (18.29 m)	46' (14.02 m)	250' (76.20 m)
Modified	Women	60' (18.29 m)	40' (12.19 m)	200' (60.96 m)
	Men	60' (18.29 m)	46' (14.02 m)	265' (80.80 m)
Slow Pitch	Women	65' (19.81 m)	46' (14.02 m)	250' (76.20 m)
	Men	65' (19.81 m)	46' (14.02 m)	275' (83.82 m)
	Co-Ed	65' (19.81 m)	46' (14.02 m)	275' (83.82 m)
	Super	65' (19.81 m)	46' (14.02 m)	300' (91.44 m)
16 Inch Slow Pitch	Women	55' (16.76 m)	38' (11.58 m)	265' (80.96 m)
	Men	55' (16.76 m)	38' (11.58 m)	250' (76.20 m)
14 Inch Slow Pitch	Women	60' (18.29 m)	46' (14.02 m)	
	Men	60' (18.29 m)	46' (14.02 m)	

YOUTH

GAME	DIVISION	BASES	PITCHING	FENCES	
				Minimum	Maximum
Slow Pitch	Girls 10-under	55' (16.76 m)	35' (10.67 m)	150' (45.72 m)	175' (53.34 m)
	Boys 10-under	55' (16.76 m)	35' (10.67 m)	150' (45.72 m)	175' (53.34 m)
	Girls 12-under	60' (18.29 m)	40' (12.19 m)	175' (53.34 m)	200' (60.96 m)
	Boys 12-under	60' (18.29 m)	40' (12.19 m)	175' (53.34 m)	200' (60.96 m)
	Girls 14-under	65' (19.81 m)	46' (14.02 m)	225' (68.58 m)	250' (76.20 m)
	Boys 14-under	65' (19.81 m)	46' (14.02 m)	250' (76.20 m)	275' (83.82 m)
	Girls 16-under	65' (19.81 m)	46' (14.02 m)	225' (68.58 m)	250' (76.20 m)
	Boys 16-under	65' (19.81 m)	46' (14.02 m)	225' (68.58 m)	250' (76.20 m)
	Girls 19-under	65' (19.81 m)	46' (14.02 m)	225' (68.58 m)	250' (76.20 m)
	Boys 19-under	65' (19.81 m)	46' (14.02 m)	275' (83.82 m)	300' (91.44 m)
Fast Pitch	Girls 10-under	55' (16.76 m)	35' (10.67 m)	150' (45.72 m)	175' (53.34 m)
	Boys 10-under	55' (16.76 m)	35' (10.67 m)	150' (45.72 m)	175' (53.34 m)
	Girls 12-under	60' (18.29 m)	35' (10.67 m)	175' (53.34 m)	200' (60.96 m)
	Boys 12-under	60' (18.29 m)	40' (12.19 m)	175' (53.34 m)	200' (60.96 m)
	Girls 14-under	60' (18.29 m)	40' (12.19 m)	175' (53.34 m)	200' (60.96 m)
	Boys 14-under	60' (18.29 m)	46' (14.02 m)	175' (53.34 m)	200' (60.96 m)
	Girls 16-under	60' (18.29 m)	40' (12.19 m)	200' (60.96 m)	225' (68.58 m)
	Boys 16-under	60' (18.29 m)	46' (14.02 m)	200' (60.96 m)	225' (68.58 m)
	Girls 19-under	60' (18.29 m)	40' (12.19 m)	200' (60.96 m)	225' (68.58 m)
	Boys 19-under	60' (18.29 m)	46' (14.02 m)	200' (60.96 m)	225' (68.58 m)


6' (15.24cm)
17' (43.18cm)
6' (15.24cm)
BATTER'S BOX
4' (1.22m)
3' (0.91m)
7' (2.13m)
3' (0.91m)
HOME PLATE DETAILS AND CATCHER'S BOX
3' (0.91m)
2'5" (0.74m)
3' (0.91m)
10' (3.05m)
PITCHER'S PLATE
24' (60.96cm)
6" (15.24cm)
2'6" (0.76m)
ON DECK CIRCLE
17" (43.18cm)
8½" (21.59cm)
HOME PLATE
12" (30.48cm)
15" (38.10cm)
8½" (21.59cm)
BASE
FENCE
Refer to Distance Table
65' (19.81m)
60' (18.29m)
55' (16.76m)
Skinned Infields
A 55' (16.76m) and 60' (18.29m) radius may be used with the front center of the 46' (14.02m) pitcher's plate as the center point of the arc. The 60' (18.29m) is recommended for 60' bases. For 65' bases, a 65' (19.81m) radius is recommended.
Backstop should be a minimum of 25' (7.62m) or a maximum of 30' (9.14m) from home plate

SOFTBALL PLAYING RULES

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"Permission to reprint THE OFFICIAL PLAYING RULES has been granted by THE AMATEUR SOFTBALL ASSOCIATION OF AMERICA"

Wherever "he" or "him" or their related pronouns may appear in this rule book either as words or as parts of words, they have been used for literary purposes and are meant in their generic sense (i.e., to include all humankind, or both male and female sexes).

The words "Junior Olympic" or the initials "J.O." refer to youth softball.

New rules have been italicized in each section. *All plays are also italicized, whether pertaining to new rules or old.*
► NOT ITALICIZED WITH THIS MARKING MEANS CHANGE IN WORDING FOR CLARIFICATION ONLY. NO CHANGE IS MADE IN THE RULE.

RULE 1. DEFINITIONS

Sec. 1 ALTERED BAT. A bat is considered altered when the physical structure of a legal bat has been changed. Examples of altering a bat are: replacing the handle of a metal bat with a wooden or other type handle, inserting material inside the bat, applying excessive tape (more than two layers) to the bat grip, or painting a bat at the top or bottom for other than identification purposes. Replacing the grip with another legal grip is not considered altering the bat. A "flare" or "cone" grip attached to the bat is considered an altered bat. (See Rule 7, Sec. 1d for penalty.)

PLAY — B1 hits two-base hit with an aluminum bat containing a wooden handle. RULING — The ball is dead, batter is out, and baserunners may not advance. The batter is ejected for using an altered bat.

Sec. 2. APPEAL PLAY. An appeal play is a play on which an umpire cannot make a decision until requested by a manager, coach, or player. The appeal must be made before the next legal or illegal pitch, or before the defensive team has left the field. The defensive team has "left the field" when the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area.

RULE 1, SECTION 3

PLAY — *With R1 on first, B2 hits a double. R1 goes to third but fails to touch second. Umpire observes this but, no appeal is made. B2 goes to second. Since no appeal was made, is the procedure the same as if R1 had touched second? RULING — Yes.*

Sec. 3 BASE ON BALLS. A base on balls permits a batter to gain first base without liability to be put out and is awarded to a batter by the umpire when four pitches are judged to be balls. (SP ONLY) If the pitcher desires to walk a batter intentionally, he may do so by notifying the plate umpire who shall award the batter first base. (Rule 8, Sec. 2c)

Sec. 4. BASE PATH. A base path is an imaginary line 3 feet (0.91 m) on either side of a direct line between the bases.

Sec. 5. BASERUNNER. A baserunner is a player of the team at bat who has finished his turn at bat, reached first base, and has not yet been put out.

Sec. 6. BATTED BALL. A batted ball is any ball that hits the bat, or is hit by the bat, and lands either in fair or foul territory. No intention to hit the ball is necessary.

Sec. 7. BATTER'S BOX. The batter's box is the area to which the batter is restricted while in position with the intention of helping his team to obtain runs. The lines are considered as being within the batter's box. Prior to the pitch, the batter must have both feet entirely within the lines of the batter's box.

Sec. 8. BATTER-RUNNER. A batter-runner is a player who has finished his turn at bat but has not yet been put out or touched first base.

Sec. 9. BATTING ORDER. The batting order is the official listing of offensive players in the order in which members of that team must come to bat. When the lineup card is submitted, it shall also include each player's position.

Sec. 10. BLOCKED BALL. A blocked ball is a batted or thrown ball that is touched, stopped, or handled by a person not engaged in the game, or which touches any object that is not part of the official equipment or official playing area.
EFFECT — The ball is dead. For offensive equipment causing a blocked ball (and in interference), the player being played on is out. If no apparent play is obvious, no one is called out, but all runners must return to the last base touched at the time of the dead ball declaration. See Rule 8, Sec. 5g for enforcement.

PLAY — *A blocked ball is called when (a) it hits the coach, (b) it strikes a spectator. RULING — (a) No, (b) Yes.*

Sec. 11. BUNT. A bunt is a legally tapped ball not swung at, but intentionally met with the bat and tapped slowly within the infield.

Sec. 12. CATCH. A catch is a legally caught ball which occurs when the fielder catches a batted or thrown ball with his hand(s) or glove. If the ball is merely held in the fielder's arm(s) or prevented from dropping to the ground by some part of the fielder's body or clothing, the catch is not completed until the ball is in the grasp of the fielder's hand(s) or glove. It is not a catch if a fielder, immediately after he contacts the ball, collides with another player or a wall, or falls to the ground and drops the ball as a result of the collision or

falling to the ground. In establishing a valid catch, the fielder shall hold the ball long enough to prove he has complete control of it or that his release of the ball is voluntary and intentional. If a player drops the ball after reaching into his glove to remove it or while in the act of thowing it, it is a valid catch.
NOTE: The ball, which strikes anything other than a defensive player while it is in flight, is ruled the same as if it struck the ground.

PLAY (1) — A legal catch occurs when a fielder holds the ball (a) in his hand(s), (b) under his arm(s), (c) in his cap, (d) in his glove. RULING — (a) Yes, (b) No, (c) No, (d) Yes.

PLAY (2) — B1 hits line drive which, after passing F3, strikes the umpire while the ball is over fair ground. The ball ricochets and is fielded by F4 while still in flight. RULING — This is not a catch. B1 would have to be thrown out or tagged out.

PLAY (3) — F3 and F4 both attempt to field a fly ball. Before touching the ground, the ball strikes F4 on the head and, while still in the air (hasn't touched the ground), is caught by F3. RULING — This is a legally caught fly ball.

PLAY (4) — B1 hits fly to F8. F8 gets the ball in his hand(s) but drops it (a) when he falls to the ground and rolls over, or (b) when he collides with a fielder or a wall, or (c) when he starts to throw to the infield. RULING — In (a) and (b) it is not a catch. In (c) it is a legal catch if ball was held long enough for F8 to regain his balance but is then dropped in a motion associated with an intended throw.

Sec. 13. CATCHER'S BOX. The catcher's box is that area within which the catcher must stand while and until:
a. (FP ONLY) The pitch is released. The lines are to be considered within the catcher's box.
b. (SP ONLY) The pitched ball is batted or reaches the catcher's box. The lines are to be considered within the catcher's box, and all parts of the catcher's body and/or equipment must be within the catcher's box until the pitched ball is batted or reaches the catcher's box. The catcher is considered within the box unless he touches the ground outside the catcher's box.

EFFECT — Sec. 13b: An illegal pitch is called, provided the batter does not swing.

NOTE: For catcher's box dimensions, see Rule 2, Sec. 4d.

Sec. 14. CHARGED CONFERENCE. A charged conference takes place when:
a. (Defensive Conference) The defensive team requests a suspension of play for any reason, and a representative (not in the field) of the defensive team enters the playing field and gives the umpire cause to believe that he has delivered a message (by any means) to the pitcher.
b. (Offensive Conference) The offensive team requests a suspension of play to allow the manager or other team representatives to confer with the batter or baserunner. Refer to Rule 5, Sec. 9.

Sec. 15. CHOPPED BALL. (SP ONLY) A chopped hit ball is one at which the batter strikes downward with a chopping motion of the bat so that the ball bounces high into the air.

Sec. 16. COACH. A coach is a member of the team at bat who takes his place within the

coach's box on the field to direct the players of his team in running the bases. Two coaches are allowed. One coach can have in his possession in the coach's box a scorebook, pen or pencil, and an indicator, all of which shall be used for scorekeeping or record keeping purposes only.

Sec. 17. DEAD BALL. The ball is not in play and is not considered in play again until the pitcher has it in his possession, is within 8 feet (2.44 m) of the pitcher's plate, and the plate umpire has called "play ball." A dead ball line is considered in play. Refer to Rule 1, Sec. 52 for "Play Ball."

Sec. 18. DEFENSIVE TEAM. The defensive team is the team in the field.

Sec. 19. DISLODGED BASE. A dislodged base is a base removed from its proper position.

Sec. 20. DOUBLE PLAY. A double play is a play by the defense resulting in two offensive players being legally put out as a result of continuous action.

Sec. 21. FAIR BALL. A fair ball is a batted ball that:

a. Settles or is touched on fair territory between home and first base or between home and third base.
b. Bounds past first or third base on or over fair territory.
c. While on or over fair territory, touches the person, attached equipment, or clothing of a player or an umpire.
d. Touches first, second, or third base.
e. First falls or is first touched on or over fair territory beyond first, second, or third base.
f. While over fair territory, passes out of the playing field beyond the outfield fence.

NOTE: A fair fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time he touches the ball. It does not matter whether the ball first touches fair or foul territory, as long as it does not touch anything foreign to the natural ground in foul territory and complies with all other aspects of a fair ball.

PLAY (1) — Batted ball settles on home plate. RULING — Fair ball.

PLAY (2) — Batted ball first hits foul ground and, without touching any foreign object, rolls into fair territory between first and home or third and home, where it settles. RULING — Fair ball.

Sec. 22. FAIR TERRITORY. Fair territory is that part of the playing field within, and including, the first and third base foul lines from home plate to the bottom of the extreme playing field fence and perpendicularly upward.

Sec. 23. FAKE TAG. A form of obstruction which impedes the progress of a runner. The runner does not have to stop or slide. Merely slowing down when a fake tag is administered would constitute obstruction. NOTE: Under Rule 8, Sec 5b (3), a player may be removed from the game for a fake tag infraction.

Sec. 24. FIELDER. A fielder is any player of the team in the field.

Sec. 25. FLY BALL. A fly ball is any ball batted into the air.

Sec. 26. FORCE OUT. A force out is an out which can be made only when a base-runner loses the right to the base he is occupying because the batter becomes a batter-runner, and before the batter-runner or a succeeding baserunner has been put out.

NOTE: If the forced runner, after touching the next base, retreats for any reason towards the base he had last occupied, the force play is reinstated, and he can again be put out if the defense tags the base to which he is forced.

PLAY (1) — R1 is on first base. B2 hits sharp grounder to F3 who first touches first base and then touches R1 who is still on first base. RULING — Only B2 is out. F3's act eliminated the force, thereby permitting R1 to remain on first.

PLAY (2) — R1 on 1B when B2 hits a short fly ball to left field. R1 goes approximately 15 feet off base waiting to see if the ball will be caught. B2 rounds 1B and passes R1, and the umpire calls B2 out. The ball drops in for a base hit. R1 advances to 2B, and F4, with the ball, tags 2B before R1 slides into the base. RULING: The force out is removed when B2 passes R1; therefore, F4 had to tag R1. The runner is safe sliding into 2B if he was not tagged.

Sec. 27. FOUL BALL. A foul ball is a batted ball that:

a. Settles on foul territory between home and first base, or between home and third base.
b. Bounds past first or third base over foul territory.
c. While on or over foul territory, touches the person, attached equipment, or clothing of a player or an umpire, or any object foreign to the natural ground.
d. First falls or is first touched over foul territory beyond first or third base.
e. Touches the batter, or the bat a second time, while the ball is within the batter's box.
f. Rebounds up from the ground or home plate immediately and hits the bat a second time while the batter is in the batter's box.

NOTE: A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on foul or fair territory at the time he touches the ball.

PLAY (1) — A fair ball is called when (a) the ball hits the bag and deflects into foul territory, (b) the ball bounds from the infield over the base and lands in foul territory, (c) the ball lands within the confines of the infield and rolls foul without being touched by a fielder. RULING — (a) Correct, (b) Correct, (c) False.

PLAY (2) — Bat of B1 breaks into pieces as a result of hitting a pitch. The batted ball, bounding on foul territory in direction of third base, then hits the barrel of the bat, causing the ball to roll into fair territory in front of third base. F5 fields the ball and throws it to F3 who tags first base before B1 reaches it. RULING — Foul ball, but B1 is not out for hitting ball a second time.

Sec. 28. FOUL TIP. A foul tip is a batted ball which goes directly from the bat, not higher than the batter's head, to the catcher's hands and is legally caught by the catcher.

NOTE: It is not a foul tip unless caught; and any foul tip that is caught, is a strike. In fast pitch and 16" slow pitch, the ball is in play. In slow pitch the ball is dead. It is not a catch if it is a rebound, unless the ball first touched the catcher's hand or glove.

RULE 1, SECTION 29

PLAY (1) — Ball goes directly from bat and rebounds from protector (a) of F2 after having touched his glove, (b) of F2 without first having touched his glove, (c) of umpire after having first touched glove of F2, (d) of umpire without first having touched glove of F2. In each case the ball rebounds into glove of F2 and is held. RULING — In (a) it is a foul tip and a strike. In (b) (c) and (d) it is a foul, with ball becoming dead when it touched F2 in (b) or umpire in (c) and (d).

PLAY (2) — (FP ONLY) With R1 on second, B2 hits foul tip. May R1 advance without retouching second? Also, does it make any difference if the catcher drops the batted ball? RULING — A foul tip is the same as any strike; hence, R1 may advance without retouching. If batted ball is not caught, it is not a foul tip and is ruled a foul ball.

Sec. 29. HELMET. a) A helmet worn by the batter and baserunner shall be the type which has safety features equal to or greater than those provided by the full plastic cap with padding on the inside. The liner type helmet does not meet the rules specification. b) A helmet worn by a catcher may be the skull type without the ear flaps, or helmet with ear flaps. (See rule 3, sec. 9b-JO Slow Pitch).

Sec. 30. HOME TEAM. The home team is the team on whose grounds the game is played. If the game is played on neutral ground, the home team shall be designated by mutual agreement or by a flip of a coin.

Sec. 31. ILLEGAL BAT. An illegal bat is one that does not meet the requirements of Rule 3, Sec. 1.

PLAY — B1 hits a double to centerfield. Umpire notices bat has been tampered with, i.e., baseball bat honed down to softball size. RULING — Dead ball, and B1 is called out. Remove illegal piece of equipment from the game. This is an illegal bat.

Sec. 32. ILLEGALLY BATTED BALL. An illegally batted ball occurs when:

a. A batter's entire foot is completely out of the box on the ground when he hits a ball fair or foul.
b. Any part of the batter's foot is touching home plate when he hits the ball.
c. The batter hits the ball with an illegal bat.

PLAY (1) — Batter hits a pitched ball while his entire foot is completely out of batter's box, in contact with the ground, and the ball goes directly into the stands behind home plate. RULING — Ball is dead. Batter is declared out.

PLAY (2) — F1 delivers ball to B1. B1 has one foot touching home plate as he swings and completely misses pitch. RULING — A strike is called. This is not an illegally batted ball. The ball must be hit (fair or foul) to enforce the illegally batted ball rule.

Sec. 33. ILLEGALLY CAUGHT BALL. An illegally caught ball occurs when a fielder catches a batted or thrown ball with his cap, mask, glove, or any part of his uniform that is detached from its proper place.

PLAY — REFER TO RULE 1, Sec. 12.

Sec. 34. ILLEGAL PLAYER. A player who has entered the game without reporting.

When brought to the plate umpire's attention, the use of an illegal player is ejection of that player from the game, and once ejected, he becomes an ineligible player. The violation of the re-entry rule will not constitute a forfeit unless one of the players involved was an ineligible player.

Sec. 35. INELIGIBLE PLAYER. A player who can no longer legally participate in the game. The use of an ineligible player will constitute a forfeit.

Sec. 36. IN FLIGHT. "In flight" is the term used for any batted, thrown, or pitched ball which has not yet touched the ground or some object other than a fielder.

Sec. 37. IN JEOPARDY. "In jeopardy" is a term indicating that the ball is in play and an offensive player may be put out.

Sec. 38. INFIELD. The infield is that portion of the field in fair territory which includes areas normally covered by infielders.

Sec. 39. INFIELD FLY. An infield fly is a fair fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort when first and second or first, second and third bases are occupied before two are out. The pitcher, catcher, and any outfielder who positions himself in the infield on the play shall be considered infielders for the purpose of this rule.

NOTE: When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare, "INFIELD FLY. THE BATTER IS OUT," for the benefit of the runners. If the ball is near the foul lines, the umpire shall declare "INFIELD FLY. THE BATTER IS OUT IF FAIR."

The ball is alive, and runners may advance at the risk of the ball being caught or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

If a declared infield fly is allowed to fall untouched to the ground and bounces foul before passing first or third base, it is a foul ball. If a declared infield fly falls untouched to the ground outside the foul lines and bounces fair before passing first or third base, it is an infield fly.

PLAY (1) — R1 and R2 are on second and first bases respectively with none out. B3 hits a high pop foul between home and first base which F3 loses sight of in the sun. Ball lands on foul ground without being touched and rolls into fair territory halfway between home and first base. F1 picks up ball and throws to F4 covering first, who touches R2 with ball while runner R2 is off base. RULING — Infield fly. B3 and R2 are both out.

PLAY (2) — R1 and R2 are on second and first bases respectively with one out. B3 hits a high fly ball which, in the judgement of the umpire, can be handled by the second baseman with reasonable effort. The infield fly rule is declared by the umpire. The second baseman intentionally drops the fly ball. Seeing the ball dropped, R1 runs to third base but is thrown out. RULING — B3 is out on the infield fly. The ball remains alive. R1 is also out since the infield fly takes precedence over the "intentionally dropped fly ball."

RULE 1, SECTION 40

Sec. 40. INNING. An inning is that portion of a game within which the teams alternate on offense and defense, and in which there are three outs for each team. A new inning begins immediately after the final out of the previous inning.

Sec. 41. INTERFERENCE. Interference is the act of an offensive player or team member which impedes or confuses a defensive player attempting to execute a play.

Sec. 42. LEGAL TOUCH. A legal touch occurs when a runner or batter-runner who is not touching a base is touched by the ball while the ball is securely held in a fielder's hand(s). The ball is not considered as having been securely held if it is juggled or dropped by the fielder after having touched the runner, unless the runner deliberately knocks the ball from the hand(s) of the fielder. It is sufficient for the runner to be touched with the gloves or hand(s) holding the ball.

PLAY (1) — B1 hits ground ball to first baseman who gathers in the ball, runs over to the first baseline, tags the runner, then juggles, bobbles, and drops the ball. RULING — Illegal touch. Runner is safe.

PLAY (2) — The catcher has the ball in his glove when he tags runner with the glove. Ball does not come into contact with the runner. RULING — Touching with the glove or hand(s) holding the ball is the same as touching with the ball. The runner is out.

PLAY (3) — While lying on the ground with ball in right hand, the first baseman tags first base with left hand prior to batter-runner reaching first base. RULING — Batter-runner is out. Legal touch.

Sec. 43. LEGALLY CAUGHT BALL. A legally caught ball occurs when a fielder catches a batted or thrown ball, provided it is not caught in the fielder's hat, cap, mask, protector, pocket, or other part of his uniform. It must be caught and firmly held with a hand or hands.

Sec. 44. LINE DRIVE. A line drive is a fly ball that is batted sharply and directly into the playing field.

Sec. 45. OBSTRUCTION. Obstruction is the act of:

a. A defensive player or team member which hinders or prevents a batter from striking or hitting a pitched ball.
b. A fielder, while not in possession of the ball, in the act of fielding a batted ball, or about to receive a thrown ball, which impedes the progress of a baserunner who is legally running bases.

Sec. 46. OFFENSIVE TEAM. The offensive team is the team at bat.

Sec. 47. OUTFIELD. The outfield is that portion of the field which is outside the diamond formed by the baselines, or the area not normally covered by an infielder and within the foul lines beyond first and third bases and boundaries of the grounds.

Sec. 48. OVERSLIDE. An overslide is the act of an offensive player when, as a baserunner, he overslides a base he is attempting to reach. It is usually caused when his momentum causes him to lose contact with the base, which then causes him to be in jeopardy. The batter-runner may overslide first base without being in jeopardy.

PLAY — Baserunner overslides first base (a) during advance from home plate, or (b) on return to first base after attempt to advance to second base. In either case he is tagged with ball while off base. RULING — (a) Safe, (b) Out.

Sec. 49. OVERTHROW. An overthrow occurs when a thrown ball from a fielder goes beyond the boundary lines of the playing field (dead ball territory) or becomes a BLOCKED BALL. (Rule 1, Sec. 10)

Sec. 50. PASSED BALL. (FP ONLY) A passed ball is a legally delivered ball that should have been held or controlled by the catcher with ordinary effort.

Sec. 51. PIVOT FOOT. (FP ONLY) The pivot foot is that foot which must remain in contact with the pitcher's plate. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.

(SP ONLY) The pivot foot is that foot which the pitcher must keep in constant contact with the pitcher's plate until the ball is released.

NOTE: (16" Slow Pitch) After a hesitation, the pivot foot may be removed during a pickoff situation but must be replaced in contact with the pitcher's plate before the pitch is released.

Sec. 52. PLAY BALL. "Play ball" is the term used by the plate umpire to indicate that play shall begin or be resumed when the pitcher has the ball in his possession and is within 8 feet (2.44 m) of the pitcher's plate. All defensive players, except the catcher who must be in his box, must be anywhere on fair ground to put the ball into play.

NOTE: (FP ONLY) See Rule 6, Sec. 7 for penalty.

Sec. 53. QUICK RETURN PITCH. A quick return pitch is one made by the pitcher with the obvious attempt to catch the batter off balance. This would be before the batter takes his desired position in the batter's box or while he is still off balance as a result of the previous pitch.

Sec. 54. RUNNER. The term runner means "batter-runner" or "baserunner."

Sec. 55. SACRIFICE FLY. A sacrifice fly is scored when, with less than two outs, the batter scores a runner with a fly ball which is caught; or, b) the ball or the line drive handled by an outfielder (or an infielder running in the outfield) which is dropped and a runner scores, and if in the scorer's judgement, the runner could have scored after the catch, had the fly ball been caught.

Sec. 56. STARTING PITCHER. The player listed as a pitcher on the lineup card or official scorebook.

Sec. 57. STEALING. (FP ONLY). Stealing is the act of a baserunner attempting to advance during a pitch to the batter.

Sec. 58. STRIKE ZONE. (FP ONLY) The strike zone is that space over any part of home plate between the batter's arm pits and the top of his knees when he assumes a natural batting stance.

(SP ONLY) The strike zone is that space over any part of home plate between the batter's highest shoulder and his knees when he assumes a natural batting stance.

Sec. 59. TIME. "Time" is the term used by the umpire to order the suspension of play.

RULE 1, SECTION 60

Sec. 60. TRIPLE PLAY. A triple play is a continuous action play by the defense on which three offensive players are put out.

Sec. 61. TURN AT BAT. A turn at bat begins when a player first enters the batter's box and continues until he is put out or becomes a baserunner.

Sec. 62. WILD PITCH. (FP ONLY) A wild pitch is a legally delivered ball so high, so low, or so wide of the plate that the catcher cannot, or does not, stop and control it with ordinary effort.

RULE 2. THE PLAYING FIELD

(Refer to Drawing Showing Official Dimensions of Softball Diamond)

Sec. 1. THE PLAYING FIELD IS THE AREA WITHIN WHICH THE BALL MAY BE LEGALLY PLAYED AND FIELDED. The playing field shall have a clear and unobstructed area within the radius of the prescribed fence distances from home plate between the foul lines. (Refer to FENCE DISTANCE Chart)

ADULT DIVISIONS	DISTANCES Minimum	Maximum
Fast Pitch		
Women	200 ft. (60.96 m)	
Men	225 ft. (68.58 m)	*250 ft. (76.20 m)**
Junior Women	200 ft. (60.96 m)	225 ft. (68.58 m)
Junior Men	225 ft. (68.58 m)	250 ft. (76.20 m)

*In case of inclement weather, maximum fence distance may be waived.

Modified		
Women	200 ft. (60.96 m)	
Men	265 ft. (80.80 m)	
Slow Pitch		
Women	250 ft. (76.20 m)	
Men	275 ft. (83.82 m)	
Co-Ed	275 ft. (83.82 m)	
Super	300 ft. (91.44 m)	

*Beginning in 1991, Men's Major and Super Division fence distance shall be 300 feet in national championship tournament play only.

16" Slow Pitch		
Women	200 ft. (60.96 m)	
Men	250 ft. (76.20 m)	

YOUTH DIVISIONS	DISTANCES Minimum	Maximum
Fast Pitch		
Girls 10-Under	150 ft. (45.72 m)	175 ft. (53.34 m)
Boys 10-Under	150 ft. (45.72 m)	175 ft. (53.34 m)
Girls 12-Under	175 ft. (53.34 m)	200 ft. (60.96 m)
Boys 12-Under	175 ft. (53.34 m)	200 ft. (60.96 m)
Girls 14-Under	175 ft. (53.34 m)	200 ft. (60.96 m)
Boys 14-Under	175 ft. (53.34 m)	200 ft. (60.96 m)
Girls 16-under	200 ft. (60.96 m)	225 ft. (68.58 m)
Boys 16-under	200 ft. (60.96 m)	225 ft. (68.58 m)

Girls 19-Under	200 ft. (60.96 m)	225 ft. (68.58 m)
Boys 19-Under	200 ft. (60.96 m)	225 ft. (68.58 m)
Slow Pitch		
Girls 10-Under	150 ft. (45.72 m)	175 ft. (53.34 m)
Boys 10-Under	150 ft. (45.72 m)	175 ft. (53.34 m)
Girls 12-Under	175 ft. (53.34 m)	200 ft. (60.96 m)
Boys 12-Under	175 ft. (53.34 m)	200 ft. (60.96 m)
Girls 14-Under	225 ft. (68.58 m)	250 ft. (76.20 m)
Boys 14-Under	250 ft. (76.20 m)	275 ft. (83.82 m)
Girls 16-Under	225 ft. (68.58 m)	250 ft. (76.20 m)
Boys 16-Under	275 ft. (83.82 m)	300 ft. (91.44 m)
Girls 19-Under	225 ft. (68.58 m)	250 ft. (76.20 m)
Boys 19-Under	275 ft. (83.82 m)	300 ft. (91.44 m)

Sec. 2. GROUND OR SPECIAL RULES ESTABLISHING THE LIMITS OF THE PLAYING FIELD MAY BE AGREED UPON BY LEAGUES OR OPPOSING TEAMS WHENEVER BACKSTOPS, FENCES, STANDS, VEHICLES, SPECTATORS, OR OTHER OBSTRUCTIONS ARE WITHIN THE PRESCRIBED AREA. Any obstruction on fair ground less than the prescribed fence distances from home plate (as outlined in Sec. 1 of this rule) should be clearly marked for the umpire's information.

Sec. 3. THE OFFICIAL DIAMOND SHALL HAVE BASE LINES AS FOLLOWS:

ADULT DIVISIONS	DISTANCES
Fast Pitch	
Women	60 ft. (18.29 m)
Men	60 ft. (18.29 m)
Junior Women	60 ft. (18.29 m)
Junior Men	60 ft. (18.29 m)
Modified	
Women	60 ft. (18.29 m)
Men	60 ft. (18.29 m)
Slow Pitch	
Women	65 ft. (19.81 m)
Men	65 ft. (19.81 m)
Co-ed	65 ft. (19.81 m)
Super	65 ft. (19.81 m)
16" Slow Pitch	
Women	55 ft. (16.76 m)
Men	55 ft. (16.76 m)
14" Slow Pitch	
Women	60 ft. (18.29 m)
Men	60 ft. (18.29 m)

YOUTH DIVISIONS	
Fast Pitch	
Girls 10-Under	55 ft. (16.76 m)
Boys 10-Under	55 ft. (16.76 m)
Girls 12-Under	60 ft. (18.29 m)
Boys 12-Under	60 ft. (18.29 m)
Girls 14-Under	60 ft. (18.29 m)
Boys 14-Under	60 ft. (18.29 m)
Girls 16-Under	60 ft. (18.29 m)
Boys 16-Under	60 ft. (18.29 m)
Girls 19 -Under	60 ft. (18.29 m)
Boys 19-Under	60 ft. (18.29 m)
Slow Pitch	
Girls 10-Under	55 ft. (16.76 m)
Boys 10-Under	55 ft. (16.76 m)
Girls 12-Under	60 ft. (16.76 m)
Boys 12-Under	60 ft. (18.29 m)
Girls 14-Under	65 ft. (19.81 m)
Boys 14-Under	65 ft. (19.81 m)
Girls 16-Under	65 ft. (19.81 m)
Boys 16-Under	65 ft. (19.81 m)
Girls 19-Under	65 ft. (19.81 m)
Boys 19-Under	65 ft. (19.81 m)

RULE 2, SECTION 4

THE OFFICIAL DIAMOND SHALL HAVE PITCHING DISTANCES AS FOLLOWS:

ADULT DIVISIONS	DISTANCES
Fast Pitch	
Women	40 ft. (12.19 m)
Men	46 ft. (14.02 m)
Junior Women	40 ft. (12.19 m)
Junior Men	46 ft. (14.02 m)
Modified	
Women	40 ft. (12.19 m)
Men	46 ft. (14.02 m)
Slow Pitch	
Women	46 ft. (14.02 m)
Men	46 ft. (14.02 m)
Co-Ed	46 ft. (14.02 m)
Super	46 ft. (14.02 m)
16" Slow Pitch	
Women	38 ft. (11.58 m)
Men	38 ft. (11.58 m)
14" Slow Pitch	
Women	46 ft. (14.02 m)
Men	46 ft. (14.02 m)

YOUTH DIVISIONS	DISTANCES
Fast Pitch	
Girls 10-Under	35 ft. (10.67 m)
Boys 10-Under	35 ft. (10.67 m)
Girls 12-Under	35 ft. (10.67 m)
Boys 12-Under	40 ft. (12.19 m)
Girls 14-Under	40 ft. (12.19 m)
Boys 14-Under	46 ft. (14.02 m)
Girls 16-Under	40 ft. (12.19 m)
Boys 16-Under	46 ft. (14.02 m)
Girls 19-Under	40 ft. (12.19 m)
Boys 19-Under	46 ft. (14.02 m)
Slow Pitch	
Girls 10-Under	35 ft. (10.67 m)
Boys 10-Under	35 ft. (10.67 m)
Girls 12-Under	40 ft. (12.19 m)
Boys 12-Under	35 ft. (12.19 m)
Girls 14-Under	46 ft. (14.02 m)
Boys 14-Under	46 ft. (14.02 m)
Girls 16-Under	46 ft. (14.02 m)
Boys 16-Under	46 ft. (14.02 m)
Girls 19-Under	46 ft. (14.02 m)
Boys 19-Under	46 ft. (14.02 m)

NOTE: If during the course of the game, the base distance or the pitching distance is found to be at the wrong dimensions, correct the error and continue playing the game.

Sec. 4. FOR THE LAYOUT OF THE DIAMOND, REFER TO DRAWING SHOWING OFFICIAL DIMENSIONS OF SOFTBALL DIAMOND. THIS SECTION SERVES AS AN EXAMPLE FOR LAYING OUT A DIAMOND WITH 60-FOOT BASES AND A 46-FOOT PITCHING DISTANCE. To determine the position of home plate, draw a line in the direction desired to lay the diamond. Drive a stake at the corner of home plate nearest the catcher. Fasten a cord to this stake and tie knots, or otherwise mark the cord at 46 feet (14.02 m), 60 feet (18.29 m), 84 feet 10¼ inches (25.86 m) and at 120 feet (36.58 m).

Place the cord (without stretching) along the direction line and place a stake at the 46-foot (14.02 m) marker — this will be the front line at the middle of the pitcher's plate. Along the same line, drive a stake at the 84-foot 10¼ inch (25.68 m) marker. This will be the center of second base. For the 65-foot base distance, this line will be 91 feet 11 inches (28.07 m).

Place the 120-foot (36.58 m) marker at the center of second base, and taking hold of the cord at the 60-foot (18.29 m) marker, walk to the right of the direction line until the cord is taut and drive a stake at the 60-foot (18.29 m) marker. This will be the outside corner of first base and the cord will now form the lines to first and second bases. Again, holding the cord at the 60-foot (18.29 m) marker, walk across the field, and in like manner, mark the outside corner of third base. Home plate, first base and third base are wholly inside the diamond.

To check the diamond, place the home plate end of the cord at the first base stake and the

120-foot (36.58 m) marker at third base. The 60-foot (18.29 m) marker should now check at home plate and second base.

In laying out a 65-foot base path diamond, follow the same procedure with the following substitute dimensions: 65-foot (19.81 m), 130-foot (39.62 m), and 91-feet 11 inches (28.07 m).

Check all dimensions with a steel tape whenever possible.

a. **THE 3-FOOT (0.91 m) LINE** is drawn parallel to and 3 feet (0.91 m) from the baseline starting at a point halfway between home plate and first base.
b. **THE BATTER'S ON-DECK CIRCLE** is a 5-foot (1.52 m) circle [2½-foot (0.76 m) radius] placed adjacent to the end of player's bench or dugout area closest to home plate.
c. **THE BATTER'S BOX**, one on each side of home plate, shall measure 3 feet (0.91 m) by 7 (2.13 m). The inside lines of the batter's box shall be 6 inches (15.24 cm) from home plate. The front line of the box shall be 4 feet (1.22 m) in front of a line drawn through the center of of home plate. The lines are considered as being within the batter's box.
d. **THE CATCHER'S BOX** shall be 10 feet (3.05 m) in length from the rear outside corners of the batters' boxes and shall be 8 feet 5 inches (2.57 m) wide.
e. **EACH COACH'S BOX IS BEHIND A LINE 15 FEET (4.57 m) LONG DRAWN OUTSIDE THE DIAMOND.** The line is parallel to and 8 feet (2.44 m) from the first and third baselines, extended from the bases toward home plate.
f. **THE PITCHER'S PLATE** shall be permanently attached to the ground at distances indicated in Rule 2, Sec. 3. (FP Only) There shall be a 16-foot (4.88 m) circle drawn from the pitcher's plate, 8 feet (2.44 m) in radius. The lines drawn around the pitcher's plate are considered inside the circle.

RULE 3. EQUIPMENT

Sec. 1. THE OFFICIAL BAT.

a. Shall be made of one piece of hardwood, or formed from a block of wood consisting of two or more pieces of wood bonded together with an adhesive in such a way that the grain direction of all pieces is essentially parallel to the length of the bat.
b. Shall be plastic, bamboo, graphite, metal, magnesium or any combination of these materials.
c. Can be laminated, but must contain only wood or adhesive and have a clear finish (if finished).
d. Shall be round or three-sided, and shall be smooth. If the barrel end has knurled finish, the maximum surface roughness is no more than 250 if measured by a profilometer, or 4/1000 if measured by a spectrograph.
e. Shall not be more than 34 inches (87.0 cm) long, nor exceed 38 ounces (1100.0 g) in weight.
f. If round, shall not be more than 2¼ inches (6.0 cm) in diameter at its largest part; and if three-sided, shall not exceed 2¼ inches (6.0 cm) on the hitting surface. A tolerance of 1/32 inch (0.80 mm) is permitted to allow for expansion on the round bat.
g. If metal, may be angular.
h. Shall not have exposed rivets, pins, rough or sharp edges, or any form of exterior fastener that would present a hazard. A metal bat shall be free of burrs.
i. If metal, shall not have a wooden handle.
j. Shall have a safety grip of cork, tape (not smooth, plastic-type) of composition material. The safety grip shall not be less than 10 inches (25.0 cm) long and shall not extend more than 15 inches (40.0 cm) from the small end of the bat. A molded finger-formed grip made by the manufacturer, if used, must be permanently attached to the bat. Resin, pine tar, or spray substances placed on the safety grip to enhance the grip are permissible on the grip only. NOTE: Tape applied to any bat must be continuously spiral. It does not have to be a solid layer of tape. It cannot exceed two layers.
k. If metal, and not made of one-piece construction with the barrel end closed, shall have a rubber or vinyl plastic insert firmly secured at the large end of the bat.

l. Shall have a safety knob of a minimum of ¼ inch protruding at a 90-degree angle from the handle. It can be molded, lathed, welded, or permanently fastened. A "flare" or "cone" grip attached to the bat will be considered an altered bat.

m. Shall be marked "OFFICIAL SOFTBALL" by the manufacturer. If the words "OFFICIAL SOFTBALL" cannot be read due to wear and tear on the bat, the bat should be declared legal if it is legal in all other aspects.

Beginning in 1987, softball bats used in ASA championship tournament play must be approved by the Equipment Standards Committee.

NOTE: Bats with special design features to enhance hit distance will not be allowed. Manufacturers must submit all new designed bats to the ASA Equipment Standards Committee for approval prior to sales.

Sec. 2. WARM-UP BATS. No more than two official softball bats, one ASA approved warm-up bat, or a combination of the two — not to exceed two — may be used by the on-deck batter in the on-deck circle. The WARM-UP BAT should meet the following requirements to be approved: a) stamped with ¼-inch letters "WB" on either end of the bat or marked in 1-inch letters the words "Warm-Up Bat Only" on the barrel end of the bat; b) a minimum weight of 48 ounces (1360.0 g); c) a minimum barrel diameter of 2½ inches (6.0 cm); d) have a safety grip of at least 10 inches (25.0 cm) and no more than 15 inches (40.0 cm) extended from the knob; and/or e) be of one-piece construction or a one-piece permanently assembled bat approved by the Equipment Standards Committee.

Sec. 3. THE OFFICIAL SOFTBALL.

a. Shall be a regular, smooth-seamed, flat-surfaced ball with concealed stitches.

b. Shall have a center core made of either No. 1 quality, long fibre kapok, a mixture of cork and rubber, a polyurethane mixture, or other materials approved by the ASA.

c. May be hand or machine-wound, with a fine quality twisted yard, and covered with latex or rubber cement.

d. Shall have a cover cemented to the ball by application of cement to the underside of the cover and sewn with waxed thread of cotton or linen. If the cover is molded, it can 1) be bonded to the core, or b) be of the same composition as the core. Either molded type must have an authentic facsimile of stitching as approved by the ASA.

e. Shall have a cover of chrome-tanned, top grain horsehide or cowhide; synthetic material; or other materials approved by the ASA.

f. The 12-inch (30.0 cm) ball shall be between 11-7/8 inches (30.0 cm) and 12-1/8 inches (31.0 cm) in circumference, and shall weigh between 6¼ ounces (180.0 g) and 7 ounces (200.0 g). The smooth-seam style shall not have fewer than 88 stitches in each cover, sewn by the two-needle method, or with an authentic facsimile of stitching as approved by the ASA.

g. The 11-inch (27.0 cm) ball shall be between 10-7/8 inches (27.0 cm) and 11-1/8 inches (28.0 cm) in circumference, and shall weigh between 5-7/8 ounces (165.0 g) and 6-1/8 ounces (175.0 g). The smooth seam style shall not have fewer than 80 stitches in each cover, sewn by the two-needle method, or with an authentic facsimile of stitching as approved by the ASA.

h. The white-stitch 12-inch ball shall be used in the following ASA play: men's and women's fast pitch, boys' Junior Olympic fast pitch and slow pitch and girls' Junior Olympic fast pitch. It must have a COR of .50 or under and be so marked.

i. The white-stitch 11 inch ball shall be used in the following ASA play: boys and girls 10-under Junior Olympic fast pitch. It must have a COR of .50 and under and show the ASA logo.

j. The red-stitch *(and/or red indelible stamping as approved by the ASA)* twelve-inch ball with a COR of .47 and under shall be used in the following ASA Play: Adult men's slow pitch and co-ed slow pitch (male batters only). It must be marked MSP-47 and show the ASA logo.

k. The red-stitch *(and/or red indelible stamping as approved by the ASA)* eleven inch ball with a COR of .47 and under shall be used in the following ASA Play: Women's slow pitch, co-ed slow pitch (women batters only), and all girls Junior Olympic slow pitch. It must be marked GWSP-47 and show the ASA logo.

l. Softballs used in ASA play must meet standards set by the ASA Equipment Standards Committee as shown below, and must be stamped with the ASA logo.

THE OFFICIAL SOFTBALL SPECIFICATIONS ARE AS FOLLOWS:

SOFTBALL	THREAD COLOR	MINIMUM SIZE	MAXIMUM SIZE	MINIMUM SIZE	MAXIMUM SIZE	MARKING
12-inch FP (30.0 cm)	white	11 7/8 in 30.0 cm	12 1/8 in 31.0 cm	6¼ oz 180.0 g	7 oz 200.0 g	ASA Logo
12-inch SP (30.0 cm)	red	11 7/8 in 30.0 cm	12 1/8 in 31.0 cm	6¼ oz 180.0 g	7 oz 200.0 g	MSP-47 ASA Logo
16-inch SP (41.0) cm)	white	15 7/8 in 40.0 cm	16 1/8 in 41.0 cm	9 oz 225.0 g	10 oz 283.0 g	ASA Logo
11-inch (27.0 cm)	red	10 7/8 in 27.0 cm	11 1/8 in 28.0 cm	5 7/8 oz 165.0 g	6 1/8 oz 175.0 g	GWSP-47 ASA Logo
11-inch (27.0 cm)	white	10 7/8 in 27.0 cm	11 1/8 in 28.0 cm	5 7/8 oz 165.0 g	6 1/8 oz 175.0 g	ASA logo

Sec. 4. THE HOME PLATE SHALL BE MADE OF RUBBER OR OTHER SUITABLE MATERIALS. It shall be a five-sided figure, 17 inches (43.18 cm) wide across the edge facing the pitcher. The sides shall be parallel to the inside lines of the batter's box and shall be 8½ inches (21.59 cm) long. The sides of the point facing the catcher shall be 12 inches (30.48 cm) long.

Sec. 5. THE PITCHER'S PLATE shall be of wood or rubber, 24 inches (60.96 cm) long and 6 inches (15.24 cm) wide. The top of the plate shall be level with the ground. The front line of the plate shall be the prescribed pitching distances from the outside corner of home plate. (Refer to PITCHING DISTANCES chart in Rule 2, Sec. 3.)

Sec. 6 THE BASES. OTHER THAN HOME PLATE SHALL BE 15 INCHES (38.10 cm) SQUARE, MADE OF CONVAS OR OTHER SUITABLE MATERIALS AND NOT MORE THAN 5 INCHES (12.70 cm) IN THICKNESS The bases should be securely fastenced in position.

a. The double base is approved for use at first base. This base is 15 by 30 inches and made of canvas or other suitable material. Half the base is white (secured in fair territory), and half is orange (secured in foul territory). It should not be more than 5 inches (12.70 cm) in thickness.

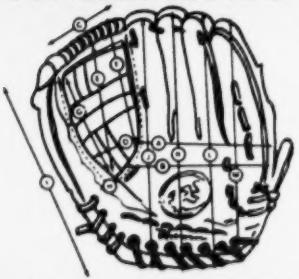
NOTE: The following rules apply to the double base:

1) A batted ball hitting the white portion is declared fair, and a batted ball hitting the orange portion is declared foul.
2) Both white and orange portions of the base are treated equally for the offense and the defense.

REFER TO POINTS OF EMPHASIS

RULE 3, SECTION 7

SOFTBALL GLOVE SPECIFICATIONS



(A)	Palm width	8 in.
(B)	Palm width	8½ in.
(C)	Top opening of web	5 in.
(D)	Bottom opening of web	4½ in.
(E)	Web top to bottom	7¼ in.
(F)	First finger crotch seam	7½ in.
(G)	Thumb crotch seam	7½ in.
(H)	Crotch seam	17½ in.
(I)	Thumb top to bottom Edge	9¼ in.
(J)	First finger top to bottom edge	14 in.
(K)	Second finger top to Bottom edge	13¼ in.
(L)	Third finger top to bottom edge	12¼ in.
(M)	Fourth finger top to bottom edge	11 in.

Sec. 7. GLOVES MAY BE WORN BY ANY PLAYER, BUT MITTS MAY BE USED ONLY BY THE CATCHER AND FIRST BASEMAN. No top lacing, webbing, or other device between the thumb and body of the glove or mitt worn by a first baseman or other fielder shall be more than 5 inches (12.70 cm) in length. The pitcher's glove shall be of one solid color, other than white or grey. Multicolored gloves are acceptable for all other players. Gloves with white or grey circles on the outside, giving the appearance of a ball, are illegal for all players.

Sec. 8. SHOES MUST BE WORN BY ALL PLAYERS. A SHOE SHALL BE CONSIDERED OFFICIAL IF IT IS MADE WITH EITHER CANVAS OR LEATHER UPPERS OR SIMILAR MATERIALS. The soles may be either smooth or have soft or hard rubber cleats. Ordinary metal sole and heel plates may be used if the spikes on the plates do not extend more than 3/4 of an inch (1.91 cm) from the sole or heel of the shoe. Shoes with rounded metal spikes are illegal.

J.O./CO-ED PLAY: No metal spikes are allowed in any division of J.O. or co-ed play. No hard plastic or polyurethane spikes similar to metal sole and heel plates are allowed in any division of J.O. or co-ed play. No shoes with detachable cleats that screw ON are allowed; however, shoes with detachable cleats that screw INTO the shoe are allowed.

PLAY — Adult players from Team B are wearing (a) golf shoes, (b) track shoes, (c) metal baseball spikes, (d) coaches' shoes with ripple rubber soles. RULING — (a) and (b) Illegal; (c) and (d) Legal.

Sec. 9. MASKS, BODY PROTECTORS, AND SHIN GUARDS.

a. (FP ONLY) Masks, with throat protectors must be worn by adult catchers, and Junior Olympic catchers must wear a mask, throat protector and helmet. An extended wire protector can be worn in lieu of a throat protector attached to the mask. NOTE: Any player warming up a Junior Olympic pitcher at any location within the confines of the playing field shall wear a mask and throat protector.

b. (SP ONLY) Junior Olympic catchers must wear an approved batter's helmet, or the catcher's helmet with ear flaps and mask.

c. (FP ONLY) Junior Olympic catchers must wear shin guards and body protectors.

PLAY (1) — Adult catcher refuses to wear a mask in (a) slow pitch, (b) fast pitch. RULING — (a) Legal, (b) Illegal. Catcher must wear a mask in fast pitch, and all J.O. catchers must wear masks with helmets.

PLAY (2) — (FP ONLY) A catcher refuses to comply with umpire's order to wear a mask. RULING — Forfeited game shall be declared by the umpire if no one else will wear mask and catch.

Sec. 10. NO EQUIPMENT SHALL BE LEFT LYING ON THE FIELD, EITHER IN FAIR OR FOUL TERRITORY. (See Rule 8, Section 5g-Play 4)

Sec. 11. UNIFORM. All players on a team shall wear uniforms alike in color, trim, and style. Coaches must be neatly attired and dressed alike, or in team uniform and in accordance with the color code of the team.

a. BALL CAPS. All ball caps must be alike and are:
   1. Mandatory for all male players and must be worn properly.
   2. Optional for female players. Visors and headbands are also optional for female players, but may not be mixed. All female players are not required to wear headwear, but for those players who do so, the headwear must be alike. Handkerchiefs do not qualify as headbands and cannot be worn, either around the head or around the neck. *(NOTE: Plastic visors are not allowed as headware.)*

b. PANTS/SLIDING PANTS. All player pants shall be either all long or all short in style. Players may wear a uniform, solid color pair of sliding pants. It is not mandatory that all players wear sliding pants, but if more than one player wears them, they must be alike in color and style. No player may wear ragged, frayed, or slit legs on exposed sliding pants.

c. UNDERSHIRTS. Players may wear a uniform, solid-colored undershirt (it may be white). It is not mandatory that all players wear an undershirt if one player wears one, but those that are worn must be alike. No player may wear ragged, frayed, or slit sleeves on exposed undershirts.

d. NUMBERS. An Arabic number of contrasting color, at least 6 inches (15.24 cm) high, must be worn on the back of all uniform shirts. No players on the same team may wear identical numbers. (Number "3" and "03" are examples of identical numbers.) Players without numbers will not be permitted to play. If duplicate numbers exist, one of the players will not be permitted to participate in the game.

e. HELMETS. All adult fast pitch and Junior Olympic fast and slow pitch offensive players must properly wear batting helmets of similar color with double ear flaps that have been approved by the National Operating Committee on Standards for Athletic Equipment (NOCSAE). PENALTY: Failure to wear the batting helmet when ordered to do so by the umpire shall cause said player to be declared out. Deliberately wearing the helmet improperly or deliberately removing the helmet during a live ball play and seen by the umpire as a deliberate act, shall cause the violator to be declared out immediately. The ball remains live. EXCEPTION: Modified fast pitch players are not required to wear a helmet when playing offense.

NOTE: Calling a runner out for removing a helmet does not remove force play situations.

Adult male batters and baserunners and all pitchers and catchers may wear batting helmets. Other than pitchers and catchers, no other defensive player may wear a helmet in adult and J.O. play, except for medical purposes.

NOTE: Catcher helmets at the present time do not have NOCSAE standards, and no stamp will be required on this helmet.

f. CASTS. Plaster or other hard substances in their final form may not be worn during the game. Any exposed metal may be considered legal if covered by soft material and taped.

g. JEWELRY. Exposed jewelry such as wrist watches, bracelets, any type earrings, neck chains, or any other item judged dangerous by the umpire, may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry, but if worn, they must be taped to the body. NOTE: Players must be asked to remove jewelry and if they fail to do so, will be ejected from the game.

RULE 4, SECTION 1

PLAY (1) — A female team has three players wearing capts, but the remaining players do not wear anything on their heads. RULING — Legal, if the three hats are alike. All female players do not have to wear hats. If hats are worn, however, they cannot be mixed with headbands or visors.

PLAY (2) — Two female players wear caps, and the remaining players wear similar-colored headbands. RULING — Illegal. Either caps or headbands may be worn, but not both.

PLAY (3) — In co-ed play, four males wear caps, one does not, two females have headbands, and three do not. RULING — Illegal. It is okay for female players not to wear headbands or caps, but all male players must wear caps. The rest of the uniform should be similar (i.e., all players in shorts or all in long pants, the same jerseys and leggings, etc.)

PLAY (4) — Player F1 wears (a) uniform number 6 on the back of his jersey, (b) uniform number 00 on the back of his jersey, (c) no uniform number on the jersey, but number 5 on the pants, (d) no uniform number on the back of the jersey, but a 2-inch number on the front, (e) no uniform number at all. RULING — Legal in (a) and (b), not legal in (c), (d), or (e).

PLAY (5) — Player F1 (Jones) was listed in the scorebook with the wrong number and (a) had his name on the jersey, (b) had no name on the jersey. RULING: Correct the number in the scorebook in either case and resume play. There is no penalty.

RULE 4. PLAYERS & SUBSTITUTES

Sec. 1. A TEAM SHALL CONSIST OF:

a. Fast Pitch - 9 players.
b. Fast Pitch with a designated player - 10 players.
c. Slow Pitch - 10 players.
d. Slow Pitch with an extra player - 11 players.
e. Male rosters shall include only male players, and female rosters shall include only female players.
f. Co-Ed - 10 players (five male and five female).
g. Co-Ed Slow Pitch with extra players — 12 players (6 male and 6 female). NOTE: If the EP is used in co-ed, 12 players must be used. It is not permissible to use 11 players because of the alternate batters.

Sec. 2. PLAYERS' POSITIONS SHALL BE DESIGNATED AS FOLLOWS:

a. Fast Pitch: Pitcher, catcher, first baseman, second baseman, third baseman, shortstop, left fielder, center fielder, and right fielder.
b. Fast Pitch with a Designated Player: Same as Fast Pitch in paragraph "a" above, plus a "designated player."
c. Slow Pitch: Same as Fast Pitch in paragraph "a" above, plus a "short fielder."

d. Slow Pitch with an Extra Player: Same as Slow Pitch in paragraph "c" above, plus an "extra player" who bats.

NOTE: Players of the team in the field may be stationed anywhere in fair territory, except the catcher, who must be in the catcher's box, and the pitcher, who must be in a legal pitching position at the start of each pitch. When a pitch is delivered without all defensive players in fair territory, an illegal pitch shall be declared.

e. Co-Ed defensive positioning shall include two males and two females in the outfield, two males and two females in the infield, and one male and one female in the pitcher-catcher positions. Once determining positions, the players must be stationed on fair ground, except the catcher as indicated in the "note" above.

Sec. 3. DESIGNATED PLAYER (FP ONLY)

a. A designated player, referred to as a "DP," may be used for any player, provided it is made known prior to the start of the game, and his name is indicated on the lineup sheet or score sheet as one of the nine hitters in the batting order. The starting DP may re-enter one time, as long as he goes back into the position in the batting order that he occupied when he left the game.

b. The starting player listed as the DP must remain in the same position in the batting order for the entire game. The DP and his substitute or replacement can never play offense at the same time.

c. The DP may be substituted for at any time, either by a pinch-hitter, pinch-runner, or the defensive player being hit for. If the starting DP is replaced on offense by the person being hit for (number 10 on the batting order), or by a substitute, the DP is considered to have left the game, and he may re-enter one time, as long as he returns to his original position in the batting order. NOTE: a) If replaced by the person playing defense only, this reduces the number of players from ten to nine. If the DP does not re-enter, the game can legally end with nine players, b) If the DP re-enters, he can play offense and defense (continue with nine players), or he can bat in his original spot in the batting order, and the defensive player returns to the number 10 position and plays defense only once again.

d. The DP may play defense at any position. Should the DP play defense for a player other than the one for whom he is batting, that player will continue to bat, but not play defense, and is not considered to have left the game. The DP may play defense for the person for whom he is hitting (number 10 in batting order), and that person is considered to have left the game, reducing the number of players from ten to nine. The person being hit for may re-enter the game one time, either in the number 10 spot in the batting order, or in the DP's position in the batting order. NOTE: a) If returning to the #10 position, he wil again play defense only, but can play any defensive position, b) If returning in the DP's position, he wil play offense and defense, and there will be only nine players on the batting order.

NOTE: The name of the player for whom the DP is batting will be placed in the tenth position in the scorebook.

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RULE 4, SECTION 4

PLAY (1) — In the fifth inning Jones comes into the game as a DP and is placed at the end of the batting order. RULING — Illegal. The DP must be announced prior to the start of the game and his name entered on the starting lineup. If one pitch is thrown to Jones, he is considered an illegal substitute for the player listed number 1 on the batting order.

PLAY (2) — At the beginning of the game, Jones is put into the lineup as a DP for Smith. In the third inning Smith is injured and has to leave the game. Jones replaces Smith as shortstop. RULING — Legal. The game can continue with nine players.

PLAY (3) — Jones begins the game at second base, but does not bat. In the fourth inning he takes the place of Smith as the DP. RULING — Legal. The role of the DP is terminated until Smith (or Smith's substitute) re-enters the game.

PLAY (4) — Jones is the listed DP and batting third. Smith, the third baseperson is listed as the DEFO. Brown, the second baseperson is batting seventh. In the third inning, Jones plays defense for Brown. In the sixth inning, the manager wants Smith to bat and inserts him for Brown, who was batting only and the temporary DP. RULING — Illegal. Brown was not the starting DP. Smith must bat for Jones if the manager wants him to bat. The umpire should correct this at the time of the change. If not caught at that time, the violation, when brought to the attention of the umpire will be treated as an illegal substitution. The starter can report and re-enter legally.

Sec. 4. EXTRA PLAYER (SP ONLY)

a. An extra player, referred to as an "EP", is optional, but if one is used, it must be made known prior to the start of the game, and be listed in the scoring sheet in the regular batting order. If the EP is used, he must be used the entire game. Failure to complete the game with the EP results in forfeiture of the game.
b. The EP must remain in the same position in the batting order for the entire game.
c. If an EP is used, all eleven must bat and any ten can play defense. Defensive positions can be changed, but the batting order must remain the same.
d. The EP may be substituted for at any time, either by a pinch-runner or pinch-hitter, who then becomes the EP. The substitute must be a player who has not yet been in the game. The starting EP can re-enter.
e. The EP is used in co-ed, all twelve (12) must be, and any ten (10) — five male and five female — can play defense. Defensive positions can be changed as long as the following ratio is used: two male/two female in the outfield, two male/two female in the infield and one male/one female as pitcher/catcher. The batting order must remain the same throughout the game.

Sec. 5 RE-ENTRY — Any of the starting players, including a DP (FP ONLY) or an EP (SP ONLY), may be withdrawn and re-entered once, provided players occupy the same batting positions whenever in the lineup.
EXCEPTION: When the defensive player bats for the DP (FP ONLY), the DP is temporarily eliminated.

NOTE: The original player and the substitute(s) cannot be in the lineup at the same time.

a. Violation of the re-entry rule results in the ejection of both the manager and the illegal player when the violation is brought to the attention of the umpire by the offended team.
b. Violation of the re-entry rule is handled as a protest which can be made anytime DURING THE GAME. The protest need not be made prior to the next pitch, as described in Rule 11, Sec. 4, however all play that occurred while the illegal re-entry was in the game will stand.

NOTE: If the re-entry violation also violates the unreported substitute ruling (Rule 4, Sec. 7a), those penalties would also be in effect.

PLAY — In the top half of the first inning with two outs, R1 on first base, B4 (Smith) is announced on the PA system. Just then the manager decides to substitute Jones. Jones strikes out. In the third inning Smith, who was announced in the first inning, pinch-hits for Jones. RULING — Legal. Members of the starting lineup may be withdrawn and re-entered one time, provided they occupy the same batting positions they held when originally in the lineup.

Sec. 6. A TEAM MUST HAVE THE REQUIRED NUMBER OF PLAYERS PRESENT TO START OR CONTINUE A GAME. Requirements are:

a. Fast Pitch - 9 players.
b. Fast Pitch with a designated player - 10 players. If terminated as allowed in Sec. 3c, the game can continue with 9 players.
c. Slow Pitch - 10 players.
d. Slow Pitch with an extra player - 11 players.
e. Co-Ed Slow Pitch — 10 players (five male and five female).
f. Co-Ed Slow Pitch with two extra players — 12 players (six male and six female)

PENALTY: Game is forfeited. [See Rule 5, Sec. 3f(7)]

NOTE: Players listed on the starting lineup and not available at game time may be substitued for and re-entered under the re-entry rule.

Sec. 7. A PLAYER SHALL BE OFFICIALLY IN THE GAME WHEN HIS NAME HAS BEEN ENTERED ON THE OFFICIAL SCORESHEET OR HAS BEEN ANNOUNCED. A substitute may take the place of a player whose name is in his team's batting order. The following regulations govern the substitution of players:

a. The manager or team representative of the team making the substitution shall immediately notify the plate umpire at the time a substitute enters. The plate umpire shall then report the change to the scorer prior to the next pitch. If the violation is discovered prior to a pitch being made (legal or illegal), there is no penalty, and the illegal substitute shall be declared legal.

The illegal substitute is considered in the game if a pitch has been made (legal or illegal). OFFENSE: (1) If the illegal player is discovered while at bat, he is declared ineligible, and a legal substitute assumes the ball and strike count. Any advance of baserunners while the illegal batter is at bat is legal. (2) If the illegal player is discovered after completing his turn at bat and prior to the next pitch, the illegal player is called out, is ruled

ineligible, and any advance of baserunners as a result of a walk or base hit by the illegal batter is nullified. (3) If the illegal player is discovered after completing his turn at bat and after the next pitch, the illegal player is ruled ineligible and any advance by baserunners while the illegal batter was at bat is legal. DEFENSE: (1) If the illegal player is discovered after he makes a play and prior to the next pitch, the offensive team has the option of taking the result of the play, or have the last batter go back to bat, assuming the ball and strike count prior to the discovery of the illegal player, and having all baserunners return to the base they were prior to the play. The illegal player is ruled ineligible. (2) If the illegal player is detected after a pitch to the next batter, all plays stand, but the illegal player is ruled ineligible.

NOTE: When the illegal substitute is ruled ineligible, he is removed from the game. If he is discovered participating again after his removal, the game is declared a forfeit (Rule 1, Sec. 35).

The use of an illegal substitute or an ineligible player is handled as a protest by the offended team. All other substitutes are considered in the game as described in Rule 4, Sec. 7b. If the team manager or player in violation informs the umpire prior to the offended team's protest, there is no violation regardless of how long the player(s) was illegally in the game.

PLAY (1) — Jones, a legal substitute, enters the game in the third inning unreported. In the fifth inning the opponents report this to the umpire. RULING: The player (Jones) is immediately removed. All play by or on Jones is legal. A legal substitute must be reported into the game.

PLAY (2) — Smith re-enters the game unreported in the fourth inning for his substitute. After he hits the ball and reaches first base safely, it is detected by the opponent and reported to the umpire. RULING: Smith is called out, ruled ineligible and a legal substitute must enter the game. If a substitute is not available, the game is forfeited.

PLAY (3) — Brown replaces Carter, a starting player, in the third inning. Carter re-enters the game in the sixth inning for Green, another starting player. Carter singles and the opponents bring to the attention of the umpire that Carter's re-entry was not reported. RULING: This is a violation of the re-entry rule since Carter did not replace his substitute. Carter and his manager are ejected from the game.

b. Substitute players wil be considered in the game when announced to the plate umpire. A player will not violate the substitution rule until one pitch is thrown.
   (1) A batter, when he's in the batter's box.
   (2) A fielder, when he's in a defensive position.
   (3) A runner, when on the base he is holding.
   (4) A pitcher, when he's near pitcher's plate.

c. Any player may be removed from the game during any dead ball.

PLAY (1) — Jones is the starting pitcher. In the top of the third inning, Smith bats for Jones. In the bottom of the third, Jones returns to pitch. RULING: Legal.

PLAY (2) — Pitcher Jones walks B3 and is replaced by Smith. The offense substitutes B11 for B4, and before Smith throws one pitch, (a) Jones, the starting pitcher, re-enters, (b) Brown is substituted for Smith. RULING: Legal in both situations.

The pitcher no longer has to pitch until the first batter facing him has completed his turn at bat, the side has been retired, or he has been removed from the game.

d. A player removed from the game by rule shall not participate in the game again, except as a coach.
EXCEPTION: The starting lineup may re-enter one time. (See Rule 4, Sec. 5)

RULE 5. THE GAME

Sec. 1. THE CHOICE OF THE FIRST OR LAST BAT IN THE INNING SHALL BE DECIDED BY A TOSS OF A COIN, UNLESS OTHERWISE STATED IN THE RULES OF THE ORGANIZATION UNDER WHICH THE SCHEDULE OF GAMES IS BEING PLAYED.

Sec. 2. THE FITNESS OF THE GROUND FOR A GAME SHALL BE DECIDED SOLELY BY THE PLATE UMPIRE.

Sec. 3. A REGULATION GAME SHALL CONSIST OF SEVEN INNINGS.

a. A full seven innings need not be played if the team second at bat scores more runs in six innings, or before the third out in the last of the seventh inning.

b. A game that is tied at the end of seven innings shall be continued by playing additional innings; or until one side has scored more runs than the other at the end of a complete inning; or until the team second at bat has scored more runs in it's half of the inning before the third out is made.

c. A game called by the umpire shall be regulation if five or more complete innings have been played, or if the team second at bat has scored more runs in four or more innings than the other team has scored in five or more innings. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic, or other causes which place the patrons or players in peril. For games called prior to five complete innings, see Sec. 5g.

PLAY — At the end of the fourth inning, the score is H1 and V2. There is no score in the first half of the fifth, but in the last half H scores: (a) 1 run; (b) two runs. In either case the game is called because of rain with only one or two outs. RULING — In either case it is a regulation game. In (a) it is a tie game, but all records count. In (b) H is the winner.

d. A regulation tie game shall be declared if the score is equal when the game is called at the end of five or more complete innings, or if the team second at bat has equaled the score of the first team at bat in the incomplete thing.

PLAY — In the last half of the sixth inning, with R1, R2, and R3 on third, second and first bases respectively, B4 hits a home run, tying the score 6-6. It then begins to rain heavily and eventually forces the umpire to call the game. RULING — The game ends in a 6 to 6 tie.

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RULE 5, SECTION 4

e. These provisions do not apply to any acts on the part of players or spectators which might call for forfeiture of the game. The umpire may forfeit the game if attacked physically by any team member or spectator.

f. A forfeited game shall be declared by the umpire in favor of the team not at fault in the following cases:

(1) If a team fails to appear on the field or, being on the field, refuses to begin a game for which it is scheduled or assigned at the time scheduled, or within a time set for forfeitures by the organization.

(2) If one side refuses to continue to play after the game has begun, unless the game has been suspended or terminated by the umpire.

PLAY — A game is called after seven complete innings of play because the manager of the visiting team no longer wishes to play. RULING — If weather permits, the game shall not be terminated. The umpire shall forfeit the game to the home team by a score of 7-0.

(3) If, after play has been suspended by the umpire, one side fails to resume playing within 2 minutes after the umpire has called "play ball."

(4) If a team employs tactics noticeably designed to delay or to hasten the game.

(5) If, after warning by the umpire, any one of the rules of the game is willfully violated.

(6) If the order for the removal of a player is not obeyed within 1 minute.

(7) If, because of the removal of a player or players from the game by the umpire, or for any reason, there are fewer than 9 (Fast Pitch), 10 (Fast Pitch with DP), 10 (Slow Pitch), 11 (Slow Pitch with EP), or 12 (Co-Ed Slow Pitch with 2 EP's) on either team.
EXCEPTION: If a team starts the game with a DP (FP ONLY) and the defensive player bats for the DP (Rule 4, Sec. 3c), the team can continue and end the game with nine players, or the DP can re-enter, and the team will finish with ten players.

PLAY — A team starts a game with ten players in slow pitch or nine players in fast pitch, but loses one player due to injury and has no substitute to replace the injured player. RULING — The game is forfeited to the opponent. A team may not continue a game with fewer than the number of players required to start the game.

g. Games that are not considered regulation, or regulation tie games, shall be resumed at the exact point where they were stopped. (For Championship play, see ASA Procedural Code 9.01(a)].

Sec. 4. THE WINNER OF THE GAME SHALL BE THE TEAM THAT SCORES MORE RUNS IN A REGULATION GAME.

a. The score of a called regulation game shall be the score at the end of the last complete inning, unless the team second at bat has scored more runs than the first team at bat in the incomplete inning. In this case the score shall be that of the incomplete inning.

b. The score of a regulation tie game shall be the tie score when the game was terminated.

c. The score of a forfeited game shall be 7-0 in favor of the team not at fault.

Sec. 5. ONE RUN SHALL BE SCORED EACH TIME A BASERUNNER LEGALLY TOUCHES FIRST BASE, SECOND BASE, THIRD BASE, AND HOME PLATE BEFORE THE THIRD OUT OF THE INNING.

Sec. 6. A RUN SHALL NOT BE SCORED IF THE THIRD OUT OF THE INNING IS A RESULT OF:

a. The batter-runner being put out before legally touching first base.

b. A baserunner being forced out due to the batter becoming a baserunner.

NOTE: If there is no force out and a run scores prior to a baserunner being called out on a time play, the run will count.

PLAY (1) — R1 is on third base, and R2 is on first base with two outs. Batter hits ground ball to F4 who chases R2 back toward first base and tags him (a) before R1 scores, (b) after R1 scores. RULING — Run does not count in (a) or (b) since the third out was a force out.

PLAY (2) — With one out and runners on second base and third base, the batter flies out for the second out. The runner on third base tags up after the catch, but the runner on second base does not. The runner on third base crosses the plate before an appeal is made at second base. RULING — The run will count as this is a time play and not a force out. If the runner crosses home plate after the appeal, the run would not count.

c. *(FP ONLY) A baserunner leaving base before the pitcher releases the ball to the batter. (SP ONLY) A baserunner leaving base before the pitched ball reaches home plate or before the pitched ball is batted.*

Sec. 7. NO SUCCEEDING RUNNER SHALL SCORE A RUN WHEN A PRECEDING RUNNER HAS BEEN DECLARED THE THIRD OUT OF AN INNING.

PLAY (1) — One out, R1 on third base and R2 on second base. Batter hits a fly ball which is caught by F7. R1 tags up and leaves his base before the fly ball is touched by F7. R2 scores after tagging up and legally leaving his base. Appeal is made at third base, and umpire declares R1 out. RULING — Three outs, no runs score.

PLAY (2) — Two outs, R1 on third base, R2 on second base, and R3 on first base. Batter hits ball over the fence for a home run. R1 fails to touch home plate, but R2, R3, and the batter-runner touch all bases in regular order, including home plate. An appeal is made on R1 at home plate. Umpire declares R1 out. RULING — No runs score.

Sec. 8. THERE SHALL BE ONLY ONE CHARGED CONFERENCE BETWEEN THE MANAGER OR OTHER TEAM REPRESENTATIVE AND THE BATTER OR BASERUNNER IN AN INNING. Umpires shall not permit any such conferences in excess of one in an inning.

PENALTY: Ejection of manager or coach who insists on another charged conference.

Sec. 9. HOME RUN CLASSIFICATION (SP ONLY). A limit of over-the-fence home runs will be used in all Men's and Co-Ed slow pitch divisions. All balls hit over the fence in a game by a team in excess of the limitations will be ruled on as shown:

RULE 6, SECTION 1 (FP)

Super Classification — Unlimited
Major Classification — Twelve (12). Excess is ruled a foul ball, and if the foul ball is a third strike, the batter is out.
Class "A" Classification — Six (6). Excess if ruled a foul ball, and if the foul ball is a third strike, the batter is out.
Class "B" Classification — Three (3). Excess rules the batter out.
Co-Ed Classification — Three (3). Excess rules the batter out.
Masters Classification — Three (3). Excess rules the batter out.
Class "C" Classification — One (1). Excess rules the batter out.
Class "D" Classification — (0) The batter is out for any over-the-fence home run hit.

NOTE: Any fly ball touched by a defensive player which then goes over the fence in fair territory, should be declared a four base award and shall not be included in the total of over-the-fence home runs.

PLAY (1) — Bases loaded with two outs. Class 'A' slow pitch tournament with a five (5) home run limit. Team 'A' has hit four, and batter B4 hits a home run out of the ball park. He deliberately misses 2B, and after all runs have scored, Team 'B' appeals B4 for missing 2B. The umpire calls B4 out. Does the home run count towards the five home run limit? RULING: Yes. Whether the runner B4 intentionally or unintentionally missed 2B, the home run would count. Anytime a run scores, the home run will count. If the runner B4 missed 1B, the home run would not count if the appealed out was the third of the inning.

PLAY (2) — Runner R1 on 2B with one out. Class 'A' slow pitch tournament with six (6) home run limitation. Team 'A' has hit five, and batter B4 hits a long fly ball to F8 in centerfield. F8 catches the ball and throws it over the fence in order for team 'A' to have six home run limit. RULING: This would be a legal catch, and if fewer than two outs and other runners on base, the umpires should award all runners two bases for throwing the ball intentionally out of play. It would not count toward the home run limit.

RULE 6. PITCHING REGULATIONS (Fast Pitch)

Sec. 1. **PRELIMINARIES.** Before starting the delivery (pitch), the pitcher shall comply with the following:

a. He shall take a position with his pivot foot on the pitcher's plate and his non-pivot foot on or behind the pitcher's plate. Both feet must be on the ground within the 24-inch length of the pitcher's plate. His shoulders shall be in line with first and third bases. The hands shall be separated. The ball can be in the glove or pitching hand.
b. While in the position described in "a" above, he shall take the signal from the catcher.
c. After completing "b" above, he shall hold the ball in both hands for not less than 1 second and not more than 10 seconds before releasing the ball.

PLAY — Pitcher takes a signal while standing within 8 feet of the pitcher's plate but not on the plate. He then assumes legal pitching position for 1 second and pitches the ball. RULING — Illegal pitch. The pitcher must take the signal while legally in contact with the pitcher's plate.

d. The pitcher shall not be considered in pitching position unless the catcher is in position to receive the pitch.

e. The pitcher may not take the pitching position on or near the pitcher's plate without having the ball in his possession.

NOTE: To indicate to the pitcher that he may not start the pitch, the umpire should raise one hand with the palm facing the pitcher. "NO PITCH" shall be declared if the pitcher pitches while the umpire has his hand in said position.

Sec. 2. THE PITCH starts when one hand is taken off the ball or the pitcher makes any motion that is part of his windup.

a. In the act of delivering the ball, the pitcher shall not take more than one step, which must be forward, toward the batter, and simultaneous with the delivery of the ball to the batter. ("Toward the batter" is interpreted as within the 24-inch length of the pitcher's plate.)
b. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.

NOTE: It is not a step if the pitcher slides his foot across the pitcher's plate, provided contact is maintained with the plate.

PLAY (1) — The pitcher stands on the right side of the pitcher's plate with both feet in legal contact. He takes a step with his non-pivot foot toward third base so that the entire foot lands to the right of the outside of the pitcher's plate. RULING — Illegal Pitch.

PLAY (2) — The pitcher stands with two feet on the pitching rubber and takes the signal. He then steps or slides back with the non-pivot foot (a) while his hands are separated, (b) while his hands are together. RULING — (a) legal and (b) illegal. Because his step with the non-pivot foot must be forward, a step back must be completed prior to the start of the pitch as described in Rule 6, Sec. 2.

Sec. 3. A LEGAL DELIVERY SHALL BE A BALL WHICH IS DELIVERED TO THE BATTER WITH AN UNDERHANDED MOTION.

a. The release of the ball and follow through of the hand and wrist must be forward and past the straight line of the body.
b. The hand shall be below the hip, and the wrist not farther from the body than the elbow.
c. The pitch is completed with a step toward the batter.
d. The catcher must be within the lines of the catcher's box when the pitch is released.

PLAY — A pitch is delivered with the catcher outside the boundaries of the catcher's box. RULING — Illegal Pitch.

e. The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout or a putout made by the catcher.

EXCEPTION: Sec. 3e does not apply when (a) a batter becomes a baserunner, (b) there are runners on base, or (c) a foul ball is fielded close to the foul line by the catcher who throws to first base for a possible out.

PLAY — Bases are empty, and the batter has a count of no balls and one strike. On the next pitch the batter hits a foul ball which the catcher retrieves and throws to the third baseman. RULING — A ball is awarded to the batter, and the count becomes one ball and two strikes.

RULE 6, SECTION 4 (FP)

f. The pitcher has 20 seconds to release the next pitch after receiving the ball from the catcher.

Sec. 4. THE PITCHER MAY USE ANY WINDUP DESIRED, PROVIDING:

a. He does not make any motion to pitch without immediately delivering the ball to the batter.
b. He does not use a rocker action in which, after having the ball in both hands in the pitching position, he removes one hand from the ball, takes a backward and forward swing, and returns the ball to both hands in front of the body.
c. He does not use a windup in which there is a stop or reversal of the forward motion.
d. He does not make two revolutions of the arm on the windmill pitch. A pitcher may drop his arm to the side and to the rear before starting the windmill motion.
e. He does not continue to wind up after taking the forward step which is simultaneous with the release of the ball.

Sec. 5. THE PITCHER SHALL NOT DELIBERATELY DROP, ROLL OR BOUNCE THE BALL WHILE IN THE PITCHING POSITION IN ORDER TO PREVENT THE BATTER FROM STRIKING IT. A pitch-out for the purpose of intentionally walking a batter is not considered an illegal pitch. (Refer to note following Rule 8, Sec. 2c).

Sec. 6. THE PITCHER SHALL NOT, AT ANY TIME DURING THE GAME, BE ALLOWED TO USE TAPE OR ANY OTHER FOREIGN SUBSTANCES UPON THE BALL, THE PITCHING HAND, OR FINGERS; NOR SHALL ANY OTHER PLAYER APPLY A FOREIGN SUBSTANCE TO THE BALL. Under the supervision and control of the umpire, powdered resin may be used to dry the hands. The pitcher shall not wear a sweatband, bracelet, or similar-type item on the wrist or forearm of the pitching arm.

PLAY — Pitcher with tape on pitching hand. RULING — Illegal. Must remove tape or be replaced.

Sec. 7. THE PITCHER SHALL NOT DELIVER A PITCH unless all defensive players, except the catcher who must be in the catcher's box, are positioned in fair territory.

NOTE: It is an illegal pitch if a fielder takes a position in the batter's line of vision or, with deliberate unsportsmanlike intent, acts in a manner to distract the batter. A pitch does not have to be released. The offended player shall be ejected from the game, and an illegal pitch shall be declared.

EFFECT — Sec. 1-7: Any infraction of Sec. 1-7 is an illegal pitch, with the exception of Sec. 3e, which is covered separately. The ball is dead. A ball is called on the batter. Baserunners are entitled to advance one base without liability to be put out. If an illegal pitch hits the batter, the batter is awarded first base.

EXCEPTION: If the pitcher completes the delivery of the ball to the batter; and if the batter hits the ball and reaches first base safely; and if all baserunners advance at least one base on the action resulting from the batted ball; the play stands, and the illegal pitch is nullified.

NOTE: An illegal pitch shall be called immediately when it becomes illegal. If called by the plate umpire, it shall be called in a voice so that the catcher and the batter will hear it. The plate umpire will also give the delayed dead ball signal.

If called by the base umpire, it shall be called so that the nearest fielder shall hear it. The base umpire shall also give the delayed dead ball signal. Failure of players to hear the call shall not void it.

Sec. 8. AT THE BEGINNING OF EACH HALF INNING OR WHEN A PITCHER RELIEVES ANOTHER, NOT MORE THAN 1 MINUTE MAY BE USED TO DELIVER NOT MORE THAN FIVE PITCHES TO THE CATCHER OR OTHER TEAMMATE. Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of five.

PLAY — S1 replaces F1. How many throws are permitted for his warm-up? RULING — Five. The umpire is authorized to allow more throws, however, when the weather is inclement; or when F1 is removed because of an injury, and S1 did not have time to warm up before entering.

Sec. 9. THE PITCHER SHALL NOT THROW TO A BASE DURING A LIVE BALL WHILE HIS FOOT IS IN CONTACT WITH THE PITCHER'S PLATE AFTER HE HAS TAKEN THE PITCHING POSITION.
EFFECT — Sec. 9: Illegal pitch, the ball is dead, a ball is called on the batter, and all runners advance one base. If the throw from the pitcher's plate is during a live ball appeal play, the appeal is cancelled.

NOTE: The pitcher can remove himself from the pitching position by stepping backwards off the pitcher's plate. Stepping forward or sideways constitutes an illegal pitch.

Sec. 10. NO PITCH SHALL BE DECLARED WHEN:

a. The pitcher pitches during the suspension of play.
b. The pitcher attempts a quick return of the ball before the batter has taken position or when the batter is off balance as a result of a previous pitch.
c. The runner is called out for leaving the base prior to the pitcher releasing the pitch.
d. The pitcher pitches before a baserunner has retouched his base after a foul ball has been declared and the ball is dead.

EFFECT — Sec. 10a-d: The ball is dead, and all subsequent action on that pitch is cancelled.

e. NO PLAYER, MANAGER, OR COACH SHALL CALL TIME, EMPLOY ANY OTHER WORD OR PHRASE, OR COMMIT ANY ACT WHILE THE BALL IS ALIVE AND IN PLAY FOR THE OBVIOUS PURPOSE OF TRYING TO MAKE THE PITCHER COMMIT AN ILLEGAL PITCH.

EFFECT — Sec. 10e: "No pitch" shall be declared, and a warning issued to the offending team. A repeat of this type act by the team warned shall result in the offender being removed from the game.

PLAY — Pitcher is in his windup when the batter, in an attempt to have the pitcher commit an illegal pitch, raises his hand as if to request time. Pitcher stops his windup. RULING — No pitch shall be declared.

RULE 6, SECTION 11 (MOD FP)

Sec. 11. THERE SHALL BE ONLY ONE CHARGED CONFERENCE BETWEEN THE MANAGER OR OTHER TEAM REPRESENTATIVE FROM THE DUGOUT WITH EACH AND EVERY PITCHER IN AN INNING. The second charged conference shall result in the removal of the pitcher from the pitching position for the remainder of the game.

Sec. 12. IF THE BALL SLIPS FROM THE PITCHER'S HAND DURING HIS WINDUP OR DURING THE BACKSWING, A BALL IS DECLARED ON THE BATTER, THE BALL WILL REMAIN IN PLAY, AND THE RUNNERS MAY ADVANCE AT THEIR OWN RISK.

RULE 6. PITCHING REGULATIONS (Modified)

Sec. 1. PRELIMINARIES. Before starting the delivery (pitch), the pitcher shall comply with the following:

a. He shall take a position with both feet on the ground and in contact with the pitcher's plate. Both feet must be within the 24 inch length of the pitcher's plate. His shoulders shall be in line with first and third bases. The hands shall be separated. The ball can be in the glove or the pitching hand.
b. While in the position described in "a" above, he shall take the signal from the catcher.
c. After completing "b" above, he shall hold the ball in both hands for not less than 1 second and not more than 10 seconds before releasing the ball.

PLAY — *Pitcher takes a signal while standing within 8 feet of the pitcher's plate but not on the plate. He then assumes legal pitching position for 1 second and pitches the ball. RULING — Illegal pitch. The pitcher must take the signal while legally in contact with the pitcher's plate.*

d. The pitcher shall not be considered in pitching position unless the catcher is in position to receive the pitch.

e. The pitcher may not take the pitching position on or near the pitcher's plate without having the ball in his possession.

NOTE: To indicate to the pitcher that he may not start the pitch, the umpire should raise one hand with the palm facing the pitcher. "NO PITCH" shall be declared if the pitcher pitches while the umpire has his hand in said position.

Sec. 2. THE PITCH starts when one hand is taken off the ball or the pitcher makes any motion that is part of his windup.

a. In the act of delivering the ball, the pitcher shall not take more than one step, which must be forward, toward the batter, and simultaneous with the delivery of the ball to the batter. ("Toward the batter" is interpreted as within the 24-inch length of the pitcher's plate.)
b. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.

NOTE: It is not a step if the pitcher slides his foot across the pitcher's plate, provided contact is maintained with the plate.

PLAY (1) — The pitcher stands on the right side of the pitcher's plate with both feet in legal contact. He takes a step with his non-pivot foot toward third base so that the entire foot lands to the right of the outside of the pitcher's plate. RULING — Illegal Pitch.

Sec. 3. A LEGAL DELIVERY SHALL BE A BALL WHICH IS DELIVERED TO THE BATTER WITH AN UNDERHANDED MOTION.

a. The release of the ball must be on the first forward swing of the pitching arm past the hip. The release must have a complete smooth follow through, with no abrupt stop of the arm near the hip.
b. The ball must not be outside the pitcher's wrist at the top of the backswing, and during the complete forward delivery.
c. On the forward swing of the pitching arm, the elbow must be locked at the point of release, and the driving hip, must be square to home plate when the ball is released.
d. The pitcher's palm may be pointing downward upon delivery.
e. The pitch is completed with a step toward the batter.
f. The catcher must be within the lines of the catcher's box when the pitch is released.

PLAY — A pitch is delivered with the catcher outside the boundaries of the catcher's box. RULING — Illegal Pitch.

g. The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout or a putout made by the catcher.

EXCEPTION: Sec. 3g does not apply when (a) a batter becomes a baserunner, (b) there are runners on base, or (c) a foul ball is fielded close to the foul line by the catcher who throws to first base for a possible out.

h. The pitcher has 20 seconds to release the next pitch after receiving the ball from the catcher.

PLAY — Bases are empty, and the batter has a count of one strike and no balls. On the next pitch, the batter hits a foul ball which the catcher retrieves and throws to the third baseman. RULING — A ball is awarded to the batter and the count becomes two strikes and one ball.

Sec. 4. THE PITCHER MAY USE ANY WINDUP DESIRED, PROVIDING:

a. He does not make any motion to pitch without immediately delivering the ball to the batter.
b. He does not use a rocker action in which, after having the ball in both hands in the pitching position, he removes one hand from the ball, takes a backward and forward swing, and returns the ball to both hands in front of the body.
c. He does not use a windup in which there is a stop or reversal of the forward motion.
d. He may take the ball behind the back on the backswing.
e. He may not use a windmill or slingshot type pitch, nor may a complete revolution be made in the delivery.

NOTE: A "slingshot" type pitch is defined as turning the body toward first or third base, and bending the elbow during the backswing.

RULE 6, SECTION 5 (MOD FP)

f. He does not continue to wind up after taking the forward step, which is simultaneous with the release of the ball.

Sec. 5. THE PITCHER SHALL NOT DELIBERATELY DROP, ROLL OR BOUNCE THE BALL WHILE IN THE PITCHING POSITION IN ORDER TO PREVENT THE BATTER FROM STRIKING IT. A pitch out for the purpose of intentionally walking a batter is not considered an illegal pitch. (Refer to note following Rule 8, Sec. 2c).

Sec. 6. THE PITCHER SHALL NOT, AT ANY TIME DURING THE GAME, BE ALLOWED TO USE TAPE OR ANY OTHER FOREIGN SUBSTANCES UPON THE BALL, THE PITCHING HAND OR FINGERS, NOR SHALL ANY OTHER PLAYER APPLY A FOREIGN SUBSTANCE TO THE BALL. Under the supervision and control of the umpire, powdered resin may be used to dry the hands. The pitcher shall not wear a sweatband, bracelet or similar type item on the wrist or forearm of the pitching arm.

Sec. 7. THE PITCHER SHALL NOT DELIVER A PITCH unless all defensive players, except the catcher who must be in the catcher's box, are positioned in fair territory.

NOTE: It is an illegal pitch if a fielder takes up a position in the batter's line of vision or, with deliberate unsportsmanlike intent, act in a manner to distract the batter. A pitch does not have to be released. The offended player shall be ejected from the game and an illegal pitch shall be declared.

EFFECT – Sec. 1-7: Any infraction of Sections 1-7 is an illegal pitch, with the exception of Section 3f, which is covered separately. The ball is dead. A ball is called on the batter. Baserunners are entitled to advance one base without liability to be put out. If an illegal pitch hits the batter, the batter is awarded first base.
EXCEPTION: If the pitcher completes the delivery of the ball to the batter; and, if the batter hits the ball and reaches first base safely; and if all baserunners advance at least one base on the action resulting from the batted ball, the play stands and the illegal pitch is nullified.

NOTE: An illegal pitch shall be called immediately when it becomes illegal. If called by the plate umpire, it shall be called in a voice so that the catcher and the batter will hear it. The plate umpire will also give the delayed dead ball signal. If called by the base umpire, it shall be called so that the nearest fielder shall hear it. The base umpire shall also give the delayed dead ball signal. Failure of players to hear the call shall not void the call.

Sec. 8. AT THE BEGINNING OF EACH HALF INNING OR WHEN A PITCHER RELIEVES ANOTHER, NOT MORE THAN ONE MINUTE MAY BE USED TO DELIVER NOT MORE THAN FIVE PITCHES TO THE CATCHER OR OTHER TEAMMATE. Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of five.

PLAY – S1 replaces F1. How many throws are permitted for his warm-up? RULING – Five; however, the umpire is authorized to allow more throws when the weather is inclement or F1 was removed because of an injury and S1 did not have time to warm up before entering.

RULE 6, SECTION 9 (MOD FP)

Sec. 9. THE PITCHER SHALL NOT THROW TO A BASE DURING A LIVE BALL WHILE HIS FOOT IS IN CONTACT WITH THE PITCHER'S PLATE AFTER HE HAS TAKEN THE PITCHING POSITION.

EFFECT — Sec. 9: Illegal pitch, the ball is dead, a ball is called on the batter and all runners advance one base. If the throw from the pitcher's plate is during a live ball appeal play, the appeal is cancelled.

NOTE: The pitcher can remove himself from the pitching position by stepping backwards off the pitcher's plate. Stepping forward or sideways constitutes an illegal pitch. It is an illegal pitch if a fielder takes up a position in the batter's line of vision or, with deliberate unsportsmanlike intent, act in a manner to distract the batter. A pitch does not have to be released.

Sec. 10. NO PITCH SHALL BE DECLARED WHEN:

a. The pitcher pitches during the suspension of play.
b. The pitcher attempts a quick return of the ball before the batter has taken position or is off balance as a result of a previous pitch.
c. The runner is called out for leaving the base prior to the pitcher releasing the pitch.
d. The pitcher pitches before a baserunner has retouched his base after a foul ball has been declared and the ball is dead.

EFFECT — Sec. 10a-d: The ball is dead and all subsequent action on that pitch is cancelled.

e. NO PLAYER, MANAGER OR COACH SHALL CALL "TIME," EMPLOY ANY OTHER WORD OR PHRASE, OR COMMIT ANY ACT WHILE THE BALL IS ALIVE AND IN PLAY FOR THE OBVIOUS PURPOSE OF TRYING TO MAKE THE PITCHER COMMIT AN ILLEGAL PITCH.

EFFECT — Sec. 10e: No pitch shall be declared and a warning issued to the offending team. A repeat of this type act by the team warned shall result in the offender being removed from the game.

PLAY — Pitcher is in his windup when the batter, in an attempt to have the pitcher commit an illegal pitch, raises his hand as if to request "time." Pitcher stops his windup. RULING — No pitch shall be declared.

Sec. 11. THERE SHALL BE ONLY ONE CHARGED CONFERENCE BETWEEN THE MANAGER OR OTHER TEAM REPRESENTATIVE FROM THE DUGOUT WITH EACH AND EVERY PITCHER IN AN INNING. The second charged conference shall result in the removal of the pitcher from the pitching position for the remainder of the game.

Sec. 12. IF THE BALL SLIPS FROM THE PITCHER'S HAND DURING HIS WINDUP OR DURING THE BACKSWING, A BALL IS DECLARED ON THE BATTER. THE BALL WILL REMAIN IN PLAY, AND THE RUNNERS MAY ADVANCE AT THEIR OWN RISK.

RULE 6. PITCHING REGULATIONS (Slow Pitch)

Sec. 1. THE PITCHER SHALL TAKE A POSITION WITH BOTH FEET FIRMLY ON THE GROUND AND WITH ONE OR BOTH FEET IN CONTACT WITH, BUT NOT OFF THE SIDE OF, THE PITCHER'S PLATE. While the pivot foot is in contact with the pitcher's plate and throughout the delivery, both the pivot and non-pivot foot must be within the length of the pitcher's plate when on the ground or on the pitcher's plate.

a. Preliminary to pitching, the pitcher must come to a full and complete stop with the ball in front of the body. The front of the body must face the batter.
b. This position must be maintained at least 1 second and not more than 10 seconds before starting the delivery.

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c. The pitcher shall not be considered in pitching position unless the catcher is in position to receive the pitch.

NOTE: To indicate to the pitcher that he may not start the pitch, the umpire should raise one hand with the palm facing the pitcher. "NO PITCH" shall be declared if the pitcher pitches while the umpire has his hand in said position.

Sec. 2. THE PITCH starts when the pitcher makes any motion that is part of his windup after the required pause. Prior to the required pause, any windup may be used. The pivot foot must remain in contact with the pitcher's plate until the pitched ball leaves the hand. If a step is taken, it can be forward or BACKWARD, provided the pivot foot is in contact with the pitching plate when the ball is released and the step is within the 24 inches (60.96cm) of the pitcher's plate and simultaneous with the release of the ball.

PLAY — F1 has both feet on the pitching plate. He removes one foot by stepping backward and simultaneous pitches ball to B1. B1 does not swing at the pitch. RULING — Legal pitch. A step with the free foot is not required in slow pitch, but if one is taken, it can be forward or backward as long as the pivot foot remains in contact with the pitching plate until the ball is released.

Sec. 3. A LEGAL DELIVERY SHALL BE A BALL WHICH IS DELIVERED TO THE BATTER WITH AN UNDERHANDED MOTION.

PLAY (1) — The pitcher comes to a 2-second stop, takes the ball in his pitching hand over the top of his head, comes down and around in a windmill-type action, and releases the ball the first time past the hip. RULING — Legal. A windmill delivery is legal if the ball is released the first time past the hip, and all other aspects of the pitching rule are followed.

PLAY (2) — The pitcher releases the ball during a pitch with his palm on top of the ball and with the ball facing the ground. RULING — Legal.

a. The pitch shall be released at a moderate speed. The speed is left entirely up to the judgement of the umpire. The umpire shall warn the pitcher who delivers a pitch with excessive speed. If the pitcher repeats such an act after being warned, he shall be removed from the pitcher's position for the remainder of the game.

PLAY — After one warning, F1 again delivers a pitch with excessive speed. Plate umpire orders that F1 must be removed from the game. Manager attempts to change F1 to an outfield position, but umpire rules that the pitcher cannot participate in any position for the remainder of the game. RULING — Illegal. F1 shall be removed from the pitching position for the remainder of the game but may participate in the game in any other position.

b. The hand shall be below the hip.

c. The ball must be delivered with a perceptible arc, and reach a height of at least 6 feet (1.83 m) from the ground while not exceeding a maximum height of 12 feet (3.66 m) from the ground.

PLAY — Pitcher releases ball on a pitch to the batter and the ball reaches a height of 15 feet before beginning its downward flight toward the plate. RULING — Illegal Pitch.

d. The catcher must be within the lines of the catcher's box until the pitched ball is batted or reaches the catcher's box.
e. The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout or putout made by the catcher.

EFFECT — Sec. 3e: An additional ball is awarded to the batter.

f. The pitcher has 20 seconds to release the next pitch after receiving the ball from the catcher.

PLAY — R1 on first base. Count on batter is no balls and one strike. Batter hits a foul ball which the catcher retrieves and gives to the umpire. The umpire gives the catcher a new ball which he throws to the first baseman. RULING — A ball is awarded to the batter. In slow pitch the rule applies regardless of whether or not runners are on base.

Sec. 4. THE PITCHER MAY USE ANY WINDUP DESIRED, PROVIDING:
a. He does not make any motion to pitch without immediately delivering the ball to the batter.
b. His windup is a continuous motion.
c. He does not use a windup in which there is a stop or reversal of the pitching motion.
d. He delivers the ball toward home plate on the first forward swing of the pitching arm past the hip.
e. He does not continue to wind up after he releases the ball.
f. He does not pitch the ball behind his back or between his legs.

Sec. 5. THE PITCHER SHALL NOT, AT ANY TIME DURING THE GAME, BE ALLOWED TO USE ANY FOREIGN SUBSTANCES UPON THE BALL, THE PITCHING HAND OR FINGERS; NOR SHALL ANY OTHER PLAYER APPLY A FOREIGN SUBSTANCE TO THE BALL. Under the supervision and control of the umpire, powdered resin may be used to dry the hands. The pitcher shall not wear a bracelet or similar type item on the wrist or forearm of the pitching arm.

PLAY (1) — Pitcher with tape on pitching hand. RULING — Legal. Slow Pitch pitchers can wear sweat bands on the pitching arm and have tape on the hand or fingers of the pitching hand.

PLAY (2) — The pitcher, holding the ball in his glove hand, delivers the pitch from the glove hand. RULING — Illegal pitch. He must deliver the ball with his bare hand.

Sec. 6. AT THE BEGINNING OF EACH HALF INNING, OR WHEN A PITCHER RELIEVES ANOTHER, NOT MORE THAN 1 MINUTE MAY BE USED TO DELIVER NOT MORE THAN THREE PITCHES TO THE CATCHER OR OTHER TEAMMATE. Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of three.

Sec. 7. THE PITCHER SHALL NOT ATTEMPT A QUICK RETURN OF THE BALL BEFORE THE BATTER HAS TAKEN HIS POSITION OR WHEN THE BATTER IS OFF BALANCE AS A RESULT OF A PREVIOUS PITCH.

RULE 6, SECTION 8 (SP)

NOTE: It is an illegal pitch if a fielder takes a position in the batter's line of vision or, with deliberate unsportsmanlike intent, act in a manner to distract the batter. A pitch does not have to be released. The offending player shall be ejected from the game, and an illegal pitch shall be declared.

EFFECT — Sec. 1-7. Any infraction of Sec. 1-7 is an illegal pitch. A ball shall be called on the batter. Baserunners are not advanced.

EXCEPTION: If a batter strikes at any illegal pitch, it shall be a strike and there shall be no penalty for such an illegal pitch. The ball shall remain in play if hit by the batter. If an illegal pitch is called during an appeal play, the appeal is cancelled.

NOTE: An illegal pitch shall be called immediately when it becomes illegal. If called by the plate umpire, it shall be called in a voice so that the catcher and the batter will hear it. The plate umpire will also give the delayed dead ball signal. If called by the base umpire, it shall be called so that the nearest fielder shall hear it. The base umpire shall also give the delayed dead ball signal. Failure of players to hear the call shall not void it.

Sec. 8. NO PITCH SHALL BE DECLARED WHEN:

a. The pitcher pitches during the suspension of play.

b. The runner is called out for leaving the base before the pitched ball reaches home plate.

c. The pitcher pitches before the baserunner has retouched his base after a foul ball has been declared and the ball is dead.

d. THE BALL SLIPS FROM THE PITCHER'S HAND DURING HIS WINDUP OR DURING THE BACKSWING.

EFFECT — Sec. 9a-d. The ball is dead, and all subsequent action on that pitch is cancelled.

e. NO PLAYER, MANAGER, OR COACH SHALL CALL TIME, EMPLOY ANY OTHER WORD OR PHRASE, OR COMMIT ANY ACT WHILE THE BALL IS ALIVE AND IN PLAY FOR THE OBVIOUS PURPOSE OF TRYING TO MAKE THE PITCHER COMMIT AN ILLEGAL PITCH.

EFFECT — Sec. 9e: "No pitch" shall be declared, and a warning shall be issued to the offending team. A repeat of this type act by the team warned shall result in the offender being removed from the game.

PLAY — Refer to the play following Rule 6, Sec. 10e Effect (Fast Pitch).

Sec. 9. THERE SHALL BE ONLY ONE CHARGED CONFERENCE BETWEEN THE MANAGER OR OTHER TEAM REPRESENTATIVE FROM THE DUGOUT WITH EACH AND EVERY PITCHER IN AN INNING. The second charged conference shall result in the removal of the pitcher from the pitching position for the remainder of the game.

RULE 6. PITCHING (16-Inch Slow Pitch)

Sec. 1. THE PITCHER SHALL TAKE A POSITION WITH BOTH FEET FIRMLY ON THE GROUND, AND WITH ONE OR BOTH FEET IN CONTACT WITH, BUT NOT OFF THE SIDE OF, THE PITCHER'S PLATE.

a. Preliminary to pitching, the pitcher must come to a full and complete stop, with the ball in front of the body. The front of the body must face the batter.
b. This position must be maintained at least 1 second and not more than 10 seconds before starting the delivery.
c. The pitcher shall not be considered in pitching position unless the catcher is in position to receive the pitch.

NOTE: To indicate to the pitcher that he may not start the pitch, the umpire should raise one hand with the palm facing the pitcher. "NO PITCH" shall be declared if the pitcher pitches while the umpire has his hand in said position.

Sec. 2. THE PITCH starts when the pitcher makes any motion that is part of his windup after the required pause. Prior to the required pause, any windup may be used. The pivot foot must remain in contact with the pitcher's plate until the pitched ball leaves the hand. If a step is taken, it can be forward or BACKWARD, provided the pivot foot is in contact with the pitching plate when the ball is released and the step is within the 24 inches (60.96 cm) of the pitcher's plate and simultaneous with the release of the ball.

PLAY — F1 has both feet on the pitching plate. F1 removes one foot by stepping backward and then pitches ball to B1. B1 does not swing at the pitch. RULING — Legal pitch. A step with the free foot is not required in slow pitch, but if one is taken, it can be forward or backward as long as the pivot foot remains in contact with the pitching plate until the ball is released.

Sec. 3. A LEGAL DELIVERY SHALL BE A BALL WHICH IS DELIVERED TO THE BATTER WITH AN UNDERHANDED MOTION.

a. The pitch shall be released at a moderate speed. The speed is left entirely up to the judgement of the umpire. The umpire shall warn the pitcher who delivers a pitch with excessive speed. If the pitcher repeats such an act after being warned, he shall be removed from the pitcher's position for the remainder of the game.
b. The hand shall be below the hip.
c. The ball must be delivered with a perceptible arc and reach a height of at least 6 feet (1.83 m) from the ground, while not exceeding a maximum height of 12 feet (3.66 m) from the ground.
d. The catcher must be within the lines of the catcher's box until the pitched ball is batted or reaches the catcher's box.
e. The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout or putout made by the catcher.
EFFECT — Sec. 3e: An additional ball is awarded to the batter.

NOTE: Rule 6, Sec. 3e does not apply when a batter becomes a baserunner or when there are runners on base.

f. The pitcher has 20 seconds to release the next pitch.

PLAY — With R1 on third base, the catcher throws to F5 to pick off the runner after the pitch. (a) The runner R1 is tagged out, (b) the ball is overthrown and goes into left field. RULING — In (a) the runner R1 is out. In (b) the ball is dead, and R1 must return to third base.

Sec. 4. THE PITCHER MAY USE TWO HESITATION PITCHES BEFORE THE MANDATORY DELIVERY TO HOME PLATE IF HE SO DESIRES. Except on a pick off by the pitcher, the pitcher may use any windup desired, providing:

RULE 6, SECTION 5 (16" SP)

a. His windup is a continuous motion.
b. He does not use a windup in which there is a stop or reversal of the forward motion.
c. He does not continue to wind up after he releases the ball.
d. He does not pitch the ball behind his back or between his legs.

NOTE: *A throw to a base is not considered a hesitation pitch; however, a fake to a base is regarded as a hesitation pitch.*

PLAY — *The pitcher (a) makes one hesitation pitch, throws to first base to try to pick off the runner, and when the ball is returned, makes another hesitation pitch prior to pitching. (b) makes two hesitation pitches, and as the runner takes off for 2B, he walks off the pitcher's plate toward the runner. (c) makes two hesitation pitches, and as the runner takes off for 2B, he steps back off the pitcher's plate and throws to 2B to pick off the runner. (d) throws to 1B to pick off the runner, but the ball is overthrown and either stays in play or goes out of play. RULING: (a) Legal. (b) Illegal pitch. (c) Illegal pitch. (d) The ball is dead if overthrown out of play, however if overthrown and the ball remains in play, the ball remains live and the runner(s) can be played on. No advance is legal however.*

Sec. 5. THE PITCHER SHALL NOT DELIBERATELY DROP, ROLL, OR BOUNCE THE BALL WHILE IN THE PITCHING POSITION IN ORDER TO PREVENT THE BATTER FROM STRIKING IT.

Sec. 6. THE PITCHER SHALL NOT, AT ANYTIME DURING THE GAME, BE ALLOWED TO USE ANY FOREIGN SUBSTANCES UPON THE BALL. THE PITCHING HAND OR FINGERS, NOR SHALL ANY OTHER PLAYER APPLY A FOREIGN SUBSTANCE TO THE BALL. Under the supervision and control of the umpire, powdered resin may be used to dry the hands. The pitcher shall not wear a bracelet or similar type item on the wrist or forearm of the pitching arm.

PLAY (1) — Pitcher with tape on pitching hand. RULING — Legal.

Sec. 7. AT THE BEGINNING OF EACH HALF INNING, OR WHEN A PITCHER RELIEVES ANOTHER, NOT MORE THAN 1 MINUTE MAY BE USED TO DELIVER NOT MORE THAN THREE PITCHES TO THE CATCHER OR OTHER TEAMMATE. Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of three.

Sec. 8. THE PITCHER MAY ATTEMPT TO PICK A RUNNER OFF BASE EVEN WHILE HIS FOOT IS IN CONTACT WITH THE PITCHER'S PLATE. As stated in Rule 6, Sec. 4, the pitcher is allowed only two hesitation pitches.

Sec. 9. THE PITCHER SHALL NOT ATTEMPT A QUICK RETURN OF THE BALL BEFORE THE BATTER HAS TAKEN HIS POSITION OR IS OFF BALANCE AS A RESULT OF A PREVIOUS PITCH.

EFFECT — Sec. 1-9: Any infraction of Sec. 1-9 is an illegal pitch, and the ball is dead. A ball shall be called on the batter, and baserunners may not advance.
EXCEPTION: If a batter strikes at any illegal pitch, it shall be a strike and there shall be no penalty for such an illegal pitch. The ball shall remain in play if hit by the batter. If an illegal pitch is called during an appeal play, the appeal is cancelled.

NOTE: An illegal pitch shall be called when it becomes illegal. If called by the plate umpire, it shall be called in a voice so that the catcher and batter will hear it. The plate umpire will also give the delayed dead ball signal. If called by the base umpire, it shall be called so that the nearest fielder shall hear it. The base

umpire shall also give the delayed dead ball signal. Failure of players to hear the call shall not void it.

It is an illegal pitch if a fielder takes a position in the batter's line of vision or, with deliberate unsportsmanlike intent, acts in a manner to distract the batter. A pitch does not have to be released.

Sec. 10. NO PITCH SHALL BE DECLARED WHEN:

a. The pitcher pitches during the suspension of play.

b. The pitcher pitches before the baserunner has retouched his base after a foul ball has been declared and the ball is dead.
EFFECT — Sec. 9a-b: The ball is dead, and all subsequent action on that pitch is cancelled.

c. NO PLAYER, MANAGER, OR COACH SHALL CALL TIME, EMPLOY ANY OTHER WORD OR PHRASE, OR COMMIT ANY ACT WHILE THE BALL IS ALIVE AND IN PLAY FOR THE OBVIOUS PURPOSE OF TRYING TO MAKE THE PITCHER COMMIT AN ILLEGAL PITCH.
EFFECT — Sec. 9c: "No pitch" shall be declared, and a warning shall be issued to the offending team. A repeat of this type act by the team warned shall result in the offender being removed from the game.

Sec. 11. THERE SHALL BE ONLY ONE CHARGED CONFERENCE BETWEEN THE MANAGER OR OTHER TEAM REPRESENTATIVE FROM THE DUGOUT WITH EACH AND EVERY PITCHER IN AN INNING. The second charged conference shall result in the removal of the pitcher from the pitching position for the remainder of the game.

Sec. 12. IF THE BALL SLIPS FROM THE PITCHER'S HAND DURING HIS WINDUP OR DURING THE BACKSWING, THE BALL WILL BE IN PLAY.

RULE 7. BATTING

Sec. 1. THE BATTER SHALL TAKE HIS POSITION WITHIN THE LINES OF THE BATTER'S BOX.

a. The batter shall not have his entire foot touching the ground completely outside the lines of the batter's box, or any part of his foot touching home plate when the ball is hit.

b. The batter shall not step directly across in front of the catcher to the other batter's box while the pitcher is in position ready to pitch.

c. The batter shall not enter the batter's box with an illegal bat.

PLAY — Batter hits ball for a single with (a) a bat 35 inches long, or (b) a baseball bat.
RULING — In both cases the bats are illegal. The batter is called out, and each runner is returned to the base he occupied at the start of the pitch.

EFFECT — Sec. 1a-c: The ball is dead, the batter is out, and baserunners may NOT advance.

RULE 7, SECTION 2

d. The batter shall not enter the batter's box with an altered bat.
EFFECT — Sec. 1d: The ball is dead; the batter is out; and, without warning, is removed from further participation in the game; and baserunners may not advance.

PLAY — REFER TO RULE 1, SEC. 1.

e. The batter must take his position within 10 seconds after the umpire has called "play ball."
EFFECT — Sec. 1e: The ball is dead. The batter is out.

NOTE: (SP ONLY) This does not pertain to an injured EP. If a team has only 11 players and one cannot bat, the game is forfeited.

f. The batter must have both feet completely within the lines of the batter's box prior to the start of the pitch. He may touch the lines, but no part of his foot may be outside the lines prior to the pitch.

►NOTE: The umpire should hold up the pitch until the batter is within the lines.

Sec. 2. EACH PLAYER OF THE SIDE AT BAT SHALL BECOME A BATTER IN THE ORDER IN WHICH HIS NAME APPEARS ON THE LINEUP CARD.

a. The batting order of each team must be on the lineup card and must be delivered before the game by the manager or captain to the plate umpire. The plate umpire shall submit it to the inspection of the manager or captain of the opposing team.

b. The batting order delivered to the umpire must be followed throughout the game unless a player is replaced by a substitute. When this occurs, the substitute must take the place of the removed player in the batting order.

c. The first batter in each inning shall be the batter whose name follows that of the last player who completed a turn at bat in the preceding inning.
EFFECT — Sec. 2b-c: Batting out of order is an appeal play which may be made by the manager, player, or coach of the defensive team only. The defensive team forfeits its right to appeal batting out of order when all infielders (including the pitcher) have left their normal positions (cross the foul line).

(1) If the error is discovered while the incorrect batter is at bat, the correct batter may take his place and legally assume any balls and strikes. Any runs scored or bases run while the incorrect batter was at bat shall be legal.

(2) If the error is discovered after the incorrect batter has completed his turn at bat and before there has been a pitch to another batter, the player who should have batted is out. Any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, an error, a base on balls, or a hit batter shall be nullified. The next batter is the player whose name follows that of the player called out for failing to bat. If the batter declared out under these circumstances is the third out, the correct batter in the next inning shall be the player who would have come to bat had the player been put out by ordinary play.

(3) If the error is discovered after the first pitch to the next batter, the turn at bat of the incorrect batter is legal, all runs scored and bases run are legal, and the next batter in order shall be the one whose name follows that of the incorrect batter. No one is called out for failure to bat. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.

(4) No baserunner shall be removed from the base he is occupying (Except the batter-baserunner who has been taken off the base by the umpire as in (2) above to bat in his proper place). He merely misses his turn at bat with no penalty. The batter following him in the batting order becomes the legal batter.

PLAY — With R1 on first, B7 is next on the batting list, but B8 erroneously takes his place. The error is discovered by opposing team personnel and reported to the umpire or official scorekeeper (a) after B8 has received two strikes, (b) after B8 has received a base on balls, (c) after B8 has hit a foul which is caught or has made a safe hit to advance R1, (d) after R1 is forced out at 2B and B8 is on first base, (e) after a pitch has been delivered to B9. RULING — In (a) B8 is replaced by B7 who assumes the no ball, two strike count; also any advancement by R1 on first is legal. In (b) and (c) B7 is out. B8 is removed from base and bats again with no balls or strikes. R1 must return to first. In (d) B7 is out, R1 is returned to first, B8 is removed from first, and B8 bats again with no balls and strikes. In (e) no correction is made, and B7 and B8 do not bat again until their regular time.

d. When the third out in an inning is made before the batter has completed his turn at bat, he shall be the first batter in the next inning, and the ball and strike count on him shall be cancelled.

e. The batting order for Co-Ed softball shall alternate the sexes. There are no exceptions to this rule.

PLAY (1) — In a co-ed game, Team A uses six male and four female players for the first three innings. It is detected by the umpire in the fourth inning. RULING: This is a violation of Rule 4, Sec. 6e, and the game is forfeited.

PLAY (2) — In a co-ed game, Team B lists a male player, B8, following another male player, B7, in the lineup and the scorebook. Prior to B8 batting his first time, and immediately after B7 bats the first time, the umpire notices the error in the batting order. RULING: Since the actual infraction has not occurred, the umpire should replace B8 with B9 (a female player) and continue the game.

PLAY (3) — Team starts the game with six male and six female players, all positioned correctly on defense. After substitutions in the fifth inning, (a) the team played with six male and four females in the field. No one noticed from either team. (b) Two males batted back to back and after one pitch to the second male batter, the opposing team notified the umpire of this. RULING: In (a) there is no penalty. Correct the situation by using the proper number of players and continue to play. In (b) this is considered illegal re-entry and the player listed incorrectly on the batting order and the manager are ejected from the game.

Sec. 3. THE BATTER SHALL NOT HINDER THE CATCHER FROM FIELDING OR THROWING THE BALL BY STEPPING OUT OF THE BATTER'S BOX, OR INTENTIONALLY HINDER THE CATCHER WHILE STANDING WITHIN THE BATTER'S BOX.

EFFECT — Sec. 3: The ball is dead, the batter is out, and each baserunner must return to the last base that, in the judgement of the umpire, was touched at the time of the interference.

RULE 7, SECTION 4

PLAY — (FP ONLY) With R1 going to third, B4 steps across home plate to hinder F2 who is fielding the ball or throwing to third. RULING — The batter is declared out. The ball becomes dead immediately, and R1 must return to the base occupied at the time of the pitch.

Sec. 4. MEMBERS OF THE TEAM AT BAT SHALL NOT INTERFERE WITH A PLAYER ATTEMPTING TO FIELD A FOUL FLY BALL.
EFFECT — Sec. 4: The ball is dead, the batter is out, and each baserunner must return to the base legally held at the time of the pitch.

Sec. 5: THE BATTER SHALL NOT HIT A FAIR BALL WITH THE BAT A SECOND TIME IN FAIR TERRITORY. Exception: If the batter is standing in the batter's box, a foul ball is ruled even if the ball is hit a second time over fair territory.

NOTE: If the batter drops the bat and the ball rolls agains the bat in fair territory, and in the umpire's judgement, there was no intention to interfere with the course of the ball, the batter is not out, and the ball is alive and in play.

EFFECT — Sec. 5: The ball is dead, the batter is out, and baserunners may not advance.

Sec. 6. A STRIKE IS CALLED BY THE UMPIRE:

a. (FP ONLY) For each legally pitched ball entering the strike zone before touching the ground and at which the batter does not swing.
EFFECT — Sec. 6a: (FP ONLY) The ball is in play, and the baserunners may advance with liability to be put out.
(SP ONLY) For each legally pitched ball entering the strike zone before touching the ground and at which the batter does not swing. It is not a strike if the pitched ball touches home plate and is not swung at. *Any pitched ball that hits the ground or plate cannot be legally swung at by the batter.* NOTE: If the batter swings and misses the pitch prior to the ball hitting the ground or plate, it is a strike.
EFFECT — Sec. 6a: (SP ONLY) The ball is dead. (EXCEPTION 16" SP: The ball remains alive, and interference could be involved).

PLAY — (16" SP) Runner on 1B breaks for 2B during the pitch to the plate on a hit and run situation. The pitcher has thrown the pitch short of the plate and it bounces off the ground towards the catcher. The batter, seeing his runner in trouble, swings at the pitch, hitting the ball into the outfield for a hit. The runner from 1B scores and the batter stops at 2B. RULING: The batter is out for interference, and the runner returns to 1B.

b. (FP ONLY) For each legally pitched ball struck at and missed by the batter.
EFFECT — Sec. 6b: (FP ONLY) The ball is in play, and the baserunners may advance with liability to be put out.
(SP ONLY) For each pitched ball struck at and missed by the batter.
EFFECT — Sec. 6b: (SP ONLY) The ball is dead.

c. For each foul tip held by the catcher.
EFFECT — Sec. 6c: (FP ONLY) The ball is in play, and baserunners may advance with liability to be put out. The batter is out if it is the third strike.
EFFECT — Sec. 6c: (SP ONLY) The batter is out if it is the third strike. The ball is dead on any strike.
(16-inch SP ONLY) For each foul tip.

d. (FP ONLY) For each foul ball not legally caught on the fly when the batter has fewer than two strikes.
(SP ONLY) For each foul ball not legally caught, including the third strike.

e. For each pitched ball struck at and missed which touches any part of the batter.

PLAY — On third strike, B3 swings at and misses a pitch. Ball strikes his arm or person. RULING — B3 is out. Ball becomes dead.

f. When any part of the batter's person is hit with his own batted ball when he is in the batter's box and has fewer than two strikes.
g. When a delivered ball by the pitcher hits the batter while the ball is in the strike zone.
EFFECT — Sec. 6d-g: The ball is dead, and baserunners must return to their bases without liability to be put out.

Sec. 7. A BALL IS CALLED BY THE UMPIRE:

a. For each legally pitched ball which does not enter the strike zone, touches the ground before reaching home plate, or touches home plate, and at which the batter does not swing. (SP ONLY) *Any pitched ball that hits the ground or plate cannot be legally swung at by the batter.*
EFFECT — Sec. 7a: (FP ONLY) The ball is in play, and baserunners are entitled to advance with liability to be put out.
EFFECT — Sec. 7a: (SP ONLY) The ball is dead. Baserunners may not advance. (EXCEPTION 16-inch SP: The ball remains live and interference could be involved.)

PLAY — The pitcher throws a high arcing pitch which (a) touches ground before reaching the plate, or (b) touches the plate. The batter swings at both pitches after they have hit the ground. RULING: The batter has swung at a dead pitch in each situation. Ignore the strike. Had the batter hit safely the umpire should bring him back to the plate for he has swung at a dead pitch. In each situation, a ball is awarded the batter.

b. (FP ONLY) For each illegally pitched ball.
EFFECT — Sec. 7b: (FP ONLY) The ball is dead, and baserunners are entitled to advance one base without liability to be put out.
(SP ONLY) For each illegally pitched ball.
EFFECT — Sec. 7b: (SP ONLY) The ball is dead. Baserunners may not advance.
EXCEPTION: If the batter swings at the illegal pitch, the illegal pitch is ignored.
c. (SP ONLY) When a delivered ball by the pitcher hits the batsman outside the strike zone.
d. When the catcher fails to return the ball directly to the pitcher as required in Rule 6, Sec. 3e.
e. When the pitcher fails to pitch the ball within 20 seconds.
f. For each excessive warm-up pitch.
EFFECT — Sec. 7c-f: The ball is dead. Baserunners may not advance.

Sec. 8. A FAIR BALL IS A LEGALLY BATTED BALL WHICH:

a. Settles or is touched on fair territory between home and first base or between home and third base.

PLAY — Batted ball first hits home plate and, without touching any foreign object, settles on fair ground between the pitcher's plate and home plate. RULING — Fair Ball.

b. Bounds past first or third base on or over fair territory.
c. While on or over fair territory, touches the person, attached equipment, or clothing of a player or an umpire.
d. Touches first, second, or third base.

e. First falls or is first touched on or over fair territory beyond first, second, or third base.
EFFECT – Sec. 8a-e: The ball is in play, and baserunners are entitled to advance any number of bases with liability to be put out. The batter becomes a baserunner unless the infield fly rule applies.
f. While over fair territory, passes out of the playing field beyond the outfield fence.
NOTE: If the ball hits the foul line pole above the fence level, it shall be a home run.

Sec. 9. A FOUL BALL IS A LEGALLY BATTED BALL WHICH:

a. Settles on foul territory between home and first base or between home and third base.
b. Bounds past first or third base on or over foul territory.
c. While on or over foul territory, touches the person, attached equipment, or clothing of a player or umpire, or any object foreign to the natural ground.
d. First falls or is first touched over foul territory beyond first or third base.
e. Touches the batter or the bat in the batter's hands while the ball and the batter are within the batter's box.
f. Immediately rebounds up from the ground or home plate and hits the bat a second time while the batter is in the batter's box.
EFFECT – Sec. 9a-f.
(1) The ball is dead unless it is a legally caught foul fly. If a foul fly is caught, the batter is out.
(2) (FP ONLY) A strike is called on the batter unless he already has two strikes.
(SP ONLY) A strike is called on the batter for each foul ball not legally caught, including the third strike.
(3) Each baserunner must return to his base without liability to be put out, unless a foul fly is caught. In this case baserunners may advance with liability to be put out after the ball has been touched.

Sec. 10. A FOUL TIP IS A BATTED BALL WHICH GOES DIRECTLY FROM THE BAT, NOT HIGHER THAN THE BATTER'S HEAD, TO THE CATCHER'S HANDS AND IS LEGALLY CAUGHT BY THE CATCHER.

NOTE: It is not a foul tip unless caught, and any foul tip that is caught is a strike. In fast pitch, modified, and 16-inch slow pitch, the ball is in play. In slow pitch the ball is dead.

EFFECT – Sec. 10: (FP ONLY) A strike is called, the ball remains in play, and baserunners may advance with liability to be put out.

EFFECT – Sec. 10: (SP ONLY) A strike is called; the ball is dead.

Sec. 11. THE BATTER IS OUT:

a. When the third strike is struck at, missed, and the ball touches any part of the batter's person.
b. When a batter enters the batter's box with, or is discovered using, an altered bat. The batter is also ejected from the game.
c. When the batter enters the batter's box with, or is discovered using, an illegal bat.

PLAY – REFER TO PLAYS FOLLOWING RULE 1, SEC. 1 AND 31.

d. When a batter's entire foot is completely out of the box on the ground when he hits a ball fair or foul.

e. When any part of the batter's foot is touching home plate when he hits the ball.
f. When a fly ball is legally caught.
g. Immediately when he hits an infield fly, as declared by the umpire, with runners on first and second or on first, second, and third with less than two outs. This is called the INFIELD FLY RULE.

PLAY (1) — Umpire declares an "infield fly" but ball curves to foul area. RULING — Announcement is reversed. It is not an infield fly but an ordinary foul. Batter is not out unless foul is caught. If caught, each runner must retouch his base before advancing.

PLAY (2) — REFER TO RULE 1, SEC. 39.

h. If a fielder intentionally drops a fair fly ball, including a line drive (FP or SP) or a bunt (FP ONLY), which can be caught by an infielder with ordinary effort with first; first and second; first and third; or first, second, and third bases occupied with fewer than two outs.

NOTE: A trapped ball shall not be considered as having been intentionally dropped.

EFFECT — Sec. 11f: The ball is dead, and each baserunner must return to the last base touched at the time of the pitch.

PLAY — With one out and R1 on first, B3 hits a fly ball. F4 guides the ball into his hands but intentionally drops it in an attempt to complete a double play. RULING — Umpire should immediately declare B3 out. Ball is dead. Baserunners may not advance.

i. If the immediate preceding runner who is not yet out, intentionally interferes, in the umpire's judgement, with a fielder who is attempting to catch a thrown ball or throw a ball in an attempt to complete the play. The runner shall also be called out and interference called.
j. (FP ONLY) When a called or swinging third strike is caught by the catcher.
k. (FP ONLY) When he has three strikes if there are fewer than two outs and first base is occupied.
l. (FP ONLY) When he bunts foul after the second strike. If the ball is caught in the air, it remains alive and in play.
m. (SP ONLY) After a third strike, including an uncaught foul ball that is hit after two strikes. EXCEPTION: This rule does not apply in Junior Olympic youth slow pitch play.
n. (SP ONLY) When he bunts or chops the ball.

PLAY — (SP ONLY) R1 on second. B2 chops down on a pitched ball. F1 throws out R1 advancing to third. RULING — B2 is out for chopping down on the ball. Dead ball. R1 is returned to second.

Sec. 12. THE BATTER OR BASERUNNER IS NOT OUT IF A FIELDER MAKING A PLAY ON HIM USES AN ILLEGAL GLOVE. The manager of the offended team has the option of having the batter bat again and assuming the ball and strike count he had prior to the pitch he hit, or taking the result of the play.

PLAY — B1 hits a fly ball to F9. Umpire notices that F9 caught the ball with a first

baseman's mitt. RULING — Remove the illegal piece of equipment from the game. Manager of the offended team is given the option of having the entire play nullified with the batter batting over and assuming the ball and strike count before the pitch he hit, or accepting the play and disregarding the illegal catch.

Sec. 13. ON-DECK BATTER.

a. The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.
b. The on-deck batter shall take a position within the lines of the on-deck circle nearest his bench.
c. The on-deck batter may loosen up with no more than two official softball bats, an approved warm-up bat, or a combination of the two — not to exceed two. Nothing such as a donut, fan, etc., may be attached to a bat when loosening up.
d. The on-deck batter may leave the on-deck circle:
   (1) When he becomes the batter.
   (2) To direct baserunners advancing from third to home plate.
e. When the on-deck batter interferes with the defensive player's opportunity to make a play on a runner, the runner closest to home plate at the time of the interference shall be declared out.
f. The provision of Rule 7, Sec. 4, shall apply to the on-deck batter.

RULE 8. BASERUNNING

Sec. 1. THE BASERUNNERS MUST TOUCH BASES IN LEGAL ORDER (I.E. FIRST, SECOND, THIRD, AND HOME PLATE).

a. When a baserunner must return to base(s) while the ball is in play, he must touch the base(s) in reverse order.
   EFFECT — Sec. 1a: The ball is in play, and baserunners must return with liability to be put out.
b. When a baserunner acquires the right to a base by touching it before being put out, he is entitled to hold the base until he has legally touched the next base in order, or is forced to vacate it for a succeeding baserunner.
c. When a baserunner dislodges a base from its proper position, neither he nor the succeeding runner(s) in the same series of plays are compelled to follow a base unreasonably out of position.
   EFFECT — Sec. 1b-c: The ball is in play, and baserunners may advance with liability to be put out.
d. A baserunner shall not run bases in reverse order either to confuse the fielders or to make a travesty of the game.
   EFFECT — Sec. 1d: The ball is dead, and the baserunner is out.
e. Two baserunners may not occupy the same base simultaneously.
   EFFECT — Sec. 1e: The runner who first legally occupied the base shall be entitled to it. The other baserunner may be put out by being touched with the ball.
f. Failure of PRECEDING runner to touch a base or to legally tag up on a caught fly ball, and who is declared out, does not affect the status of a SUCCEEDING baserunner who

touches bases in proper order; however, if the failure to touch a base in regular order or to legally tag up on a caught fly ball is the third out of the inning, NO SUCCEEDING runner may score a run.

PLAY — REFER TO RULE 5, SEC. 7.

g. No runner may return to touch a missed base or one he had left illegally after a following runner has scored.

h. When the ball becomes dead, no runner may return to touch a missed base or a base left too soon if he has advanced, touched, and remains a base beyond the missed base or the base left to soon.

i. No runner may return to touch a missed base or one he had left illegally once he enters his team dugout or bench area.

j. When a walk is issued, all runners must touch all bases in legal order.

PLAY — In the last of the seventh inning with the score tied, two outs, and bases full, B6 receives a walk to force R1 to home plate. Because B6 assumes that game is over, he fails to go to first and leaves the field. RULING — B6 is out. Run does not count.

k. Bases left too soon on a caught fly ball must be retouched prior to advancing to awarded bases.

l. Awarded bases must also be touched in proper order.

Sec. 2. THE BATTER BECOMES A BATTER-RUNNER:

a. As soon as he hits a fair ball.

b. (FP ONLY) When the catcher fails to catch the third strike before the ball touches the ground when there are fewer than two outs and first base is unoccupied, or anytime there are two outs. This is called the third strike rule.

PLAY — B1 has two strikes. The next pitch touches the ground in front of home plate and bounces through the strike zone. B1 swings at the pitch, and F2 secures the ball in his mitt after the first bounce. B1 advances to first base while F2 holds the ball. RULING — This is the dropped third strike rule. The batter is not out, and if he beats the throw to first, he is also safe.

EFFECT — Sec. 2a-b: The ball is in play, and the batter becomes a batter-baserunner with liability to be put out.

c. When four balls have been called by the umpire.
EFFECT — Sec. 2c: (FP ONLY) The ball is in play unless it has been blocked. The batter-runner is entitled to one base without liability to be put out.

NOTE: (FP ONLY) If the pitcher desires to walk a batter intentionally, all defensive players, except the catcher who must be in the catcher's box, must be positioned in fair territory. If the defense does not position itself in fair territory, the umpire should call an illegal pitch when the pitch is thrown. See Rule 4, Sec. 2 NOTE and Rule 6, Sec. 7 EFFECT.

EFFECT — Sec. 2c: (SP ONLY) The ball is dead. Baserunners may not advance unless forced. If the pitcher desires to walk a batter intentionally, he may do so by notifying the

plate umpire who shall award the batter first base. If two batters are to be walked intentionally, the second intentional walk cannot be administered until the first batter reaches first base. NOTE: The awards must be made in order, not two at one time.

EFFECT — Sec. 2c: (Co-Ed) The ball is dead. On any walk to a male batter (intentional or not), the next batter — a female — has her choice of walking or hitting up until the time she steps into the batter's box.

d. When the catcher obstructs, or any other fielder interferes with or prevents him from striking at a pitched ball.

EFFECT — Sec. 2d: The ball is dead. The batter is awarded first base. Baserunners may not advance unless forced.

(1) The umpire shall give a delayed dead ball signal.

(2) The manager of the batting team has the option of taking the award for catcher obstruction as described above, or he may take the result of the play.

(3) If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, catcher obstruction is cancelled. All action as a result of the batted ball stands. No option is given.

PLAY — R1 on first base. The catcher touches the batter's bat prior to or during the swing. Batted ball is grounded to F6 who forces R1 at second base. B2 reaches first base safely. RULING — Since R1 did not advance at least one base, obstruction is called, and the play is cancelled. R1 is awarded second base, and B2 is awarded first base.

e. When a fair ball strikes the person or clothing of an umpire or a baserunner over fair ground. If the baserunner is hit with a fair ball while touching a base, he is not out.

EFFECT — Sec. 2e: If the ball hits an umpire or baserunner (a) after touching a fielder, the ball is in play; (b) after passing a fielder other than the pitcher, the ball is in play; or (c) before passing a fielder without being touched, the ball is dead. In (c), if the baserunner is hit by the ball, he is out, and the batter is entitled to first base without liability to be put out. Any baserunner not forced by the batter-runner must return to the base he had reached prior to the interference. When a fair ball touches a baserunner who is in contact with a base, the ball remains dead or alive depending on the position of the fielder closest to the base.

PLAY — With R1 on third and R2 on first, a ball batted by B3 strikes umpire who is: (a) on fair territory behind third baseman, or (b) behind the pitcher but in front of a baseman. RULING — In (a), ball remains alive since it has passed a fielder. In (b), unless ball touches F1, it becomes dead and each runner is sent to the base he occupied or to which he was being forced when the ball became dead (i.e. R1 remains on third, and R2 and B3 go to second and first).

f. (FP ONLY) When a pitched ball, not struck at or not called a strike, touches any part of the batter's person or clothing while he is in the batter's box. It does not matter if the ball strikes the ground before hitting him. The batter's hands are not to be considered as part of the bat.

EFFECT — Sec. 2f: The ball is dead and the batter is entitled to one base without liability to be put out unless he made no effort to avoid being hit. In this case, the plate umpire calls either a ball or a strike.

Sec. 3. BASERUNNERS ARE ENTITLED TO ADVANCE WITH LIABILITY TO BE PUT OUT:

a. (FP ONLY) When the ball leaves the pitcher's hand on his delivery.
b. When the ball is thrown into fair or foul territory and is not blocked.
c. When the ball is batted into fair territory and is not blocked.
d. When a legally caught fly ball is first touched.
e. If a fair ball strikes the umpire or a baserunner after having passed an infielder, other than the pitcher, or having been touched by an infielder, including the pitcher. The ball shall be considered in play.
   EFFECT — Sec. 3a-e: The ball is alive and in play.

Sec. 4. A PLAYER FORFEITS HIS EXEMPTION FROM LIABILITY TO BE PUT OUT:

a. If, while the ball is in play, he fails to touch the base to which he was entitled before attempting to make the next base. If the runner put out is the batter-runner at first base, or any other baserunner forced to advance because the batter became a baserunner, this out is a forceout.
b. If, after overrunning first base, the batter-runner attempts to continue to second base.
c. If, after dislodging a base, the batter-runner tries to continue to the next base.
d. (16-inch SP ONLY) A player may lead off from any base with a risk of being picked off by a throw from the pitcher or catcher. If a throw from the pitcher or catcher results in an overthrown or blocked ball, no runners may advance. Any runner advancing on a pitch not hit is liable to be put out if tagged before returning to his original base.

PLAY — R1 leads off first base and advances to second on the pitch. The ball is thrown by F2 to F4 who tags R1 while R1 is standing on second base. RULING — R1 is out. He may lead off, but he must return to his base before being tagged if the ball is not hit.

Sec. 5. BASERUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE PUT OUT:

a. When forced to vacate a base because the batter was awarded a base on balls.
   EFFECT — Sec. 5a: (FP ONLY) The ball remains in play unless it is blocked. Any baserunner affected is entitled to one base and may advance farther at his own risk if the ball is in play.
   EFFECT — Sec. 5a: (SP ONLY) The ball is dead.
b. When a fielder obstructs the baserunner from making a base, unless the fielder is trying to field a batted ball, has the ball ready to touch the baserunner, or is about to receive a thrown ball.
   EFFECT — Sec. 5b: When any obstruction occurs (including a rundown), the umpire will signal a delayed dead ball. The ball will remain alive.
   (1) If the obstructed runner is put out prior to reaching the base he would have reached had there not been obstruction, a dead ball is called, and the obstructed runner — and each other runner affected by the obstruction — will always be awarded the base or bases he would have reached, in the umpire's judgement, had there not been obstruction. An obstructed runner may never be called out between the two bases where he was obstructed. This baserunner would either be advanced or returned to the last base touched.

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(2) If the obstructed runner is put out after passing the base he would have reached had there not been obstruction, the obstructed runner will be called out. The ball remains alive.

(3) When a runner, while advancing or returning to a base, is obstructed by a fielder who neither has the ball nor is attempting to field a batted or thrown ball, or a fielder who fakes a tag without the ball, the obstructed runner — and each other runner affected by the obstruction — will always be awarded the base or bases he would have reached, in the umpire's judgement, had there been no obstruction. If the umpire feels there is justification, a defensive player making a fake tag could be removed from the game.

NOTE: Obstructed baserunners are still required to touch all bases in proper order, or they could be called out on a proper appeal by the defensive team.

(5) Catcher obstruction is covered under Rule 8, Sec. 2d.

PLAY (1) — With R1 on third and R2 on second, R1 is caught between third and home. As R1 is attempting to regain third, F5 obstructs him. RULING — A delayed dead ball is signaled by the umpire. If R1 is tagged out, the ball is dead and R1 awarded third. If the ball is overthrown, R1 can advance to home. If awarded third, R2 is returned to second base.

PLAY (2) — The ball is hit to F9. As R1 passes first base, he is obstructed while no play is being made on him. He is thrown out by a wide margin at home plate. RULING — If, in the judgment of the umpire, R1 advanced beyond the base he would have made had he not been obstructed, he is out.

c. (FP ONLY) When a wild pitch or passed ball lodges in or goes under, over, or through the backstop.
EFFECT — Sec. 5c: The ball is dead. All baserunners are awarded one base only. The batter is awarded first base only on the fourth ball.

d. When forced to vacate a base because the batter was awarded a base.
(1) (FP ONLY) For being hit by a pitched ball.
(2) For being obstructed by the catcher when striking at a pitched ball.
EFFECT — Sec. 5d (1)-(2): The ball is dead, and each baserunner may not advance farther than the base to which he is entitled.
(3) (FP ONLY) If, with a runner on third base, trying to score by means of a squeeze play or a steal, the catcher or any other fielder steps on or in front of home plate without possession of the ball, or touches the batter or his bat, the pitcher shall be charged with an illegal pitch, the batter shall be awarded first base on the obstruction, and the ball is dead.

PLAY — R1 is on third base. A squeeze play is in progress as the batter attempts to bunt the pitched ball and is obstructed by the catcher. RULING — Illegal pitch, and obstruction is declared. R1 is awarded home plate and batter is awarded first base.

e. (FP ONLY) When a pitcher makes an illegal pitch.
EFFECT — Sec. 5e: The ball is dead, and each baserunner may advance to the base to which they are entitled without liability to be put out.

f. When a fielder contacts or catches a fair batted or thrown ball with his cap, mask, glove, or any part of his uniform while it is detached from its proper place on his person.
EFFECT — Sec. 5f: The baserunners would be entitled to three bases from the time of the pitch if a batted ball, or two bases from the time of the throw if a thrown ball and in either case, they may advance farther at their own risk. If the illegal catch or touch is made on a fair hit ball which, in the judgement of the umpire, would have cleared the outfield fence in flight, the runner shall be awarded a home run.

PLAY — R1 is on second and R2 is on first when B3 hits ground ball to F6. F6 fields the ball, steps on second for a force on R2 advancing from first, and then throws wildly to F3. F3 tosses his mitt into the air striking the ball. The ball bounces into the dugout. RULING — R2 is out. Both R1 and B3 are awarded two bases each from their positions when the detached mitt of F3 touched the thrown ball. In this situation or any other situation where detached glove or mitt touches a ball prior to the ball becoming dead because of its entry into a dead ball area, the rule which applies to detached player equipment prevails. If the detached glove or mitt touches the ball after the ball has become dead by entering a dead ball area, the ruling governing detached player equipment has no bearing.

g. When the ball is in play and is overthrown (beyond the boundary lines) or is blocked.
EFFECT —Sec. 5g. All runners will be awarded two bases, and the award will be governed by the positions of the runners when the ball left any fielder's hand. If two runners are between the same base, the award is based on the position of the lead runner.

EXCEPTION: (1) When a fielder loses possession of the ball, such as on an attempted tag, and the ball enters the dead ball area or becomes blocked, each runner is awarded one base from the last base touched at the time the ball entered the dead ball area or became blocked.
(2) If a runner touches the next base and returns to his original base, the original base he left is considered the "last base touched" for the purpose of an overthrow award.

PLAY (1) — R1 and R2 are on second and first bases respectively. B3 hits the ball to F6 who muffs it, recovers it, and then throws late to F3 in an attempt to retire B3. R1 and R2 reach third and second bases respectively, R1 attempts to advance to home, thereby drawing a throw from F3 which goes into the dugout. RULING — R1 and R2 are awarded home, and B3 is awarded third.

PLAY (2) — R1 on first, B2 hits ground ball to F6. F6 flips the ball to F4 for force out on R1. Relay to F3 from F4 goes into the dugout area. B2 has already passed first base before relay is made. RULING — B2 is awarded third base. Award of bases is governed by the position of each runner and the last base he has touched at the time of the throw.

PLAY (3) — No runners on base. B1 hits ball to F10 who throws it to F3 to force out B1. B1 is already past first base when ball is released by F10. The ball bounces past F3 and into the stands. RULING — B1 is awarded third base.

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PLAY (4) — A thrown ball hits a bat or glove lying on the ground (other than the bat discarded by the batter). RULING — (1) If the bat or glove belongs to the team at bat, it is ruled interference, and the player being played on shall be declared out. The ball is dead, and all baserunners must return to the last base touched prior to the thrown ball hitting the bat or glove. (2) If the bat or glove belongs to the team in the field, it becomes a blocked ball, and the overthrow rule applies. (3) If no apparent play is obvious, each runner will return to the last base touched at the time the ball hits equipment of the offensive team.

h. When a fair batted fly ball leaves the playing field in fair territory without touching the ground or going through the fence. It shall entitle the batter to a home run, unless it passes out of the grounds at a distance less than the prescribed fence distances from home plate (as outlined in Rule 2, Sec. 1), in which case, the batter would be entitled to only two bases. The batter must touch the bases in regular order. The point at which the stands or fence is less than the distances listed (Rule 2, Sec. 1) from home plate shall be clearly marked for the umpire's information.
EXCEPTION: See the note after Rule 5, Sec. 10.

PLAY — A fair batted ball touches (a) F9's glove and goes over the fence in fair territory, (b) F9's glove and goes over the fence in foul territory, (c) the top of a fence railing and goes over, (d) the top of a fence railing, to F9's glove, and then goes over the fence in fair territory. RULING — A home run in (a) and (c), and a two-base hit in (b). (d) is a homerun in fast pitch and a four base award in slow pitch.

i. When a fair ball bounds or rolls over, under, or through a fence; is unintentionally caused to go out of play when it bounds off a defensive player or an umpire; or bounds over, under or through any other obstruction marking the boundaries of the playing field.
EFFECT — Sec. 5i: The ball is dead, and all baserunners are awarded two bases from the time of the pitch.

j. (1) When a live ball is unintentionally carried by a fielder from playable territory into dead ball territory, the ball becomes dead. Each baserunner is awarded one base from the last base touched at the time fielder enters dead ball territory.

NOTE: A fielder carrying a live ball into the dugout or team area to tag a player is considered to have unintentionally carried it there.

(2) If, in the judgement of the umpire, a fielder intentionally carries or throws a live ball from playable territory into dead ball territory, the ball becomes dead, and each baserunner is awarded two bases from the last base touched at the time he entered dead ball territory.

NOTE: A dead ball line is considered in play.

Sec. 6. A BASERUNNER MUST RETURN TO HIS BASE:

a. When a foul ball is illegally caught and so declared by the umpire.
b. When an illegally batted ball is declared by the umpire.
c. When a batter or baserunner is called out for interference. Each other baserunner shall return to the last base which was, in the judgement of the umpire, legally touched by him at the time of the interference.
d. (FP ONLY) When the plate umpire or his clothing interferes with the catcher's attempt to throw.

PLAY — With R1 attempting to steal, umpire interferes with catcher's throw. RULING — Umpire signals delayed dead ball. If R1 is not put out, umpire declares a dead ball and R1 must return to the base he occupied before the interference.

e. When any part of the batter's person is touched by a pitched ball that is swung at and missed.

f. (FP ONLY) When a batter is hit by a pitched ball, unless forced.

g. When a foul ball is not caught.
EFFECT — Sec. 6a-g:
(1) The ball is dead.
(2) Each baserunner must return to his base without liability to be put out, except when forced to go to the next base because the batter became a baserunner.
(3) No runs shall score unless all bases are occupied.
(4) Baserunners need not touch the intervening bases in returning to base, but must return promptly; however, they must be allowed sufficient time to return.

h. (SP ONLY) Base stealing is not allowed.
EFFECT — Sec. 6h: Each baserunner may leave his base when a pitched ball is batted or reaches home plate, but must return to that base immediately after each pitch not hit by the batter. (16-inch SP ONLY) Baserunners may lead off prior to a pitched ball.

i. When a caught fair fly ball, including a line drive (FP and SP) or bunt (FP ONLY) which can be caught by an infielder with ordinary effort, is intentionally dropped with fewer than two outs and a runner on first base; first and second; first and third; or first, second, and third bases.

j. (10-Under Junior Olympic Fast Pitch ONLY) Under no condition is a runner permitted to steal a base when a pitched ball is not batted. Baserunners can leave base when the ball leaves the pitcher's hand, but the ball is dead if not hit and baserunners must go back to the base without liability to be put out.

PLAY — REFER TO RULE 7, SEC. 11f EFFECT.

Sec. 7. BATTER-RUNNER IS OUT:

a. (FP ONLY) When the catcher drops the third strike, and he is legally touched with the ball by a fielder before touching first base.

b. (FP ONLY) When the catcher drops the third strike, and the ball is held on first base before the batter-runner reaches first base.

c. When, after a fair ball is hit, he is legally touched with the ball before he touches first base.

d. When, after a fair ball is hit, the ball is held by a fielder touching first base with any part of his person before the batter-runner touches first base.

PLAY — The first baseman has the ball in his right hand while lying on the ground. He touches first base with his left hand prior to the batter-runner reaching first base. RULING — The batter-runner is out.

e. When, after a fly ball is hit, the ball is caught by a fielder before it touches the ground or any object or person other than a defensive player.

f. When, after a fair ball is hit, base on balls is issued, or the batter legally advances to first base on a dropped third strike (FP ONLY), he fails to advance to first base and enters his team area.
EXCEPTION: In slow pitch, the ball is dead, and runners cannot advance.
EFFECT — Sec. 7a-f: The ball is in play, and the batter-runner is out.

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RULE 8, SECTION 8

PLAY (1) — Batter hits ground ball to pitcher. Pitcher hesitates in throwing ball to first base. Batter, assuming he is an "easy out," enters his team area (bench, dugout, etc.). Pitcher finally throws to first base, but ball is not caught by first baseman and rolls into the dugout. Batter then leaves his team area and runs to first base. RULING — Batter is out.

PLAY (2) — REFER TO RULE 8, SEC. 1j.

g. When he runs outside the 3-foot (0.91 m) line and, in the judgement of the umpire, interferes with the fielder taking the throw at first base. However, he may run outside the 3-foot (0.91 m) line to avoid a fielder attempting to field a batted ball.

h. When he interferes with a fielder attempting to field a batted ball, intentionally interferes with a thrown ball, or (FP ONLY) interferes with a dropped third strike. If this interference, in the judgement of the umpire, is an obvious attempt to prevent a double play, the baserunner closest to home plate shall also be called out.

i. When he interferes with a play at home plate in an attempt to prevent an obvious out at home plate. The runner is also out.

PLAY — No outs. R1 on third base. Batter hits a ground ball to the first baseman and then interferes with first baseman's throw to home plate for a play on R1. RULING — Batter and R1 are both declared out.

j. When he moves back toward home plate to avoid or delay a tag by a fielder.

k. When he enters the batter's box with, or is discovered using, an altered or illegal bat.
EFFECT — Sec. 7g-k: The ball is dead, and the batter-runner is out. Each other baserunner must return to the last base legally touched at the time of or before the illegal action.

NOTE: In the case of an altered bat, the player is also ejected from the game.

Sec. 8. THE BASERUNNER IS OUT:

a. When running to any base in regular or reverse order, and he runs more than 3 feet (0.91 m) from a direct line between that base and the next one to avoid being touched by the ball in the hand(s) of a fielder.

b. When the ball is in play and while he is not in contact with a base, he is legally touched with the ball in the hand(s) of a fielder.

c. When, on a forceout, a fielder tags him with the ball or holds the ball on the base to which he is forced to advance before he reaches the base.

d. When he fails to return to touch the base he previously occupied when play is resumed after suspension of play.

e. When he physically passes a preceeding baserunner before that runner has been put out.
EFFECT — Sec. 8a-e: The ball is in play, and the baserunner is out.

PLAY — With R1 on first, B2 hits a double. A throw to third drives R1 back to second. B2 has rounded second and discovers he has passed R1. He runs back and finally reaches first without being tagged out. RULING — B2 is out as soon as he passes R1.

f. When he leaves his base to advance to another base before a caught fly ball has touched a fielder, provided the ball is returned to a fielder and properly appealed.

PLAY — *No outs. R1 on third base. B2 hits fly ball to F7. F7 misjudges flight of ball, and it hits him on the shoulder, deflects into the air to F8, and is legally caught by F8 before it hits the ground. R1 tags up at third base as soon as ball hits F7 on the shoulder but before F8 holds ball securely in glove. RULING — Legal advance. Run counts. R1 may leave base as soon as ball is touched.*

g. When he fails to touch the intervening base or bases in regular or reverse order and the ball is returned to a fielder and properly appealed.

PLAY (1) — *With R1 on first, B2 hits safely to right field. An overthrow at first, (a) goes into the stand, (b) strikes the enclosing wall and rebounds to the catcher. In going to third base, R1 misses second base. He had passed second or was approaching second when the ball left the hand of F9. The ball is then thrown to second for an appeal. RULING — In (a), if R1 has reached second base by the time the throw leaves the hand of F9, he is awarded home plate. If the appeal is properly made, it should be allowed, and the run scored by R1 is cancelled. If R1 has not reached second by the time the throw leaves the hand of F9, he is awarded third base. A proper appeal should be allowed and enforced. In (b) R1 is out on the appeal since the ball is not blocked, and no bases are awarded.*

PLAY (2) — *REFER TO RULE 1, SEC. 2.*

h. When the batter-runner legally overruns first base, attempts to run to second base, and is legally touched while off base.

PLAY — *B1 reaches first safely, but in his overrun he breaks for second then "gives up" while far away from the baseline. RULING — If B1 is attempting to reach a base, he must be tagged, but the fielder is not expected to chase him into the outfield. In the outlined case he is out for being out of the baseline.*

i. When running or sliding for home plate, he fails to touch it, makes no attempt to return to it, and a fielder holds the ball in his hand while touching said plate and appeals to the umpire for the decision.
EFFECT — Sec. 8f-i:
(1) These are appeal plays, and the defensive team loses the privilege of putting the baserunner out if the appeal is not made before the next legal or illegal pitch.
(2) If properly appealed during a live ball, the baserunner is out. Item (4) below covers dead ball appeals.

NOTE: On appeal plays the appeal must be made before the next legal or illegal pitch, or before the defensive team has left the field. The defensive team has "left the field" when the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area.

(3) (16-INCH SP and FP ONLY) Each baserunner may leave his base on a live ball appeal play when the ball leaves the 8 foot (2.44 m) radius around the pitcher's plate; or when the ball is no longer in the pitcher's possession; or when the pitcher makes a throwing motion indicating a play or fake throw.

(4) Once the ball has been returned to the infield and time has been called, any infielder (including the pitcher or catcher), with or without possession of the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon. The administering umpire should acknowledge the appeal and then make a decision on the play. No baserunner can leave his base during this period as the ball remains dead until the next pitch.

NOTE: (a) If the pitcher has possession of the ball and is in contact with the pitching plate when making a verbal appeal, no illegal pitch is called. (b) If the umpire has indicated "play ball" and the pitcher now requests an appeal, the umpire would again call time and allow the appeal process.

PLAY (1) — Runner R2 leaves second base too soon on a fly ball caught by F7u. The ball is thrown directly into the infield with an appeal made by F4 at second base. RULING: The ball has remained alive, and when the proper appeal is made, R2 is called out.

PLAY (2) — Runner R1 on second base and R2 on first base. Batter B3 hits a fly ball to F7. Both runners advance; however, R1 leaves too soon. Time is called. The pitcher has the ball, and after the umpire recognizes the appeal, (a) he announces to the umpire that he wants to appeal R1 leaving too soon, (b) he carries the ball over and touches R1 standing on third base, (c) he throws the ball to F4 who touches second base, or (d) he fakes a throw toward third base, and the runner steps off the base. RULING: In all cases the ball is dead, and no baserunner can leave their base. (a) is the proper appeal; however (b) and (c) are acceptable. With the ball dead in (d), there is no penalty for the runner stepping off the base.

j. When he interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference, in the judgement of the umpire, is an obvious attempt to prevent a double play and occurs before the baserunner is put out, the immediate succeeding runner shall also be called out.

PLAY — With R1 on first, B1 hits the ball on the ground between first and second. R1 is struck by the batted ball before it passes a fielder, or he hinders F4 in his throw to first. RULING — R1 is out, and the ball becomes dead when the interference occurs. If the interference clearly prevented B2 from being put out at first, he also is out.

k. When he is struck with a fair batted ball in fair territory while off base and before it passes an infielder, excluding the pitcher.

NOTE: Sec. 8j-k. When baserunners are called out for interference, the batter-runner is awarded first base and credited with a base hit.

PLAY — R1 is: (a) between second and third or (b) touching second. He is struck by ball batted by B3 before it passes a fielder. RULING — Ball becomes dead in (a) and (b). R1 is out in (a). He is not out in (b). The batter is entitled to first base in both cases.

l. When he intentionally kicks a ball which an infielder has missed.

m. When anyone, other than another baserunner, physically assists a baserunner while the ball is in play. On a batted fly ball if the runner is assisted prior to the batted ball being caught or not caught, regardless of whether the ball is fair or foul, a delayed dead ball call will be made. He is out, and if the ball is caught, the batter will also be declared out. The ball becomes dead when it is caught or falls to the ground. (NOTE: The ball is dead if not caught. If a fair ball, award the batter one base, and if a foul ball, the batter will bat again.)

n. When the coach near third base runs in the direction of home plate on or near the baseline while a fielder is attempting to make a play on a batted or thrown ball and thereby draws a throw to home plate. The baserunner nearest to third base shall be declared out.

o. When one or more members of the offensive team stand or collect at or around a base to which a baserunner is advancing, thereby confusing the fielders and adding to the difficulty of making the play.

NOTE: Members of a team include bat boy or any other person authorized to sit on team's bench.

p. When he runs the bases in reverse order to confuse the defensive team or to make a farce of the game. (See Rule 8, Sec. 7j)

q. If a coach intentionally interferes with a thrown ball while in the coach's box, or interferes with the defensive team's opportunity to make an out while outside the coach's box.

r. When a runner, after being declared out or after scoring, interferes with a defensive player's opportunity to make a play on another runner. The runner closest to home plate at the time of the interference shall also be declared out.
EFFECT — Sec. 8j-r: The ball is dead, and the baserunner is out. Other baserunners must return to the last base legally touched at the time of or before the illegal action.

PLAY — R1 on third base and R2 on first base. Batter hits a sharp grounder to second baseman who tags R2 out. In an attempt to throw to first base to retire the batter, R2 interferes with the second baseman. RULING — Ball becomes dead, and R1 is also called out. Batter is awarded first base.

s. When a defensive player has the ball and the runner remains on his feet and deliberately, with great force, crashes into the defensive player.
EFFECT — Sec. 8s: The runner is out, the ball is dead, and all other baserunners must return to the last base touched at the time of the collision, unless Rule 8, Sec. 8j or Rule 8, Sec. 8r applies.

NOTE: If the act is determined to be flagrant, the offender shall be ejected.

PLAY — The catcher has received the ball and is waiting to tag the runner attempting to score. The runner deliberately runs into the catcher with great force, causing him to drop the ball. RULING — The runner is out. He is also ejected if the act is flagrant.

t. (FP ONLY) When he fails to keep contact with the base to which he is entitled until the ball leaves the pitcher's hand. When a baserunner is legitimately off his base after a pitch or the result of a batter completing his turn at bat, and while the pitcher has the ball within an 8 foot (2.44 m) radius of the pitcher's plate, he must immediately attempt to advance to the next base or immediately return to his base.

(1) Failure to immediately proceed to the next base or return to his base once the pitcher has the ball within the 8 foot (2.44 m) radius of the pitcher's plate, will result in the baserunner being declared out.

(2) Once the runner returns to a base for any reason, he will be declared out if he leaves said base unless a play is made on him or another runner (a fake throw is considered a play); the pitcher no longer has possession of the ball in the 8 foot (2.44 m) radius; or the pitcher releases the ball by a pitch to the batter.

NOTE: A base on balls or dropped third strike on which a runner is entitled to run is treated the same as a batted ball. The batter-runner may continue past first base and is entitled to run toward second base as long as he does not stop at first base. If he stops after he rounds first base, he then must comply with Sec. 8t(1).

PLAY — With R1 on second, B2 takes a called third strike for the first out of the inning; meanwhile, R1 leads off second base after delivery to the plate. Catcher returns ball to the pitcher who has it in the 8 foot (2.44 m) radius of the pitcher's plate. The runner at this moment makes no attempt to move either way. RULING — The runner must immediately return to second or immediately advance to the next base. Failure to immediately proceed to the next base or return to his base once the pitcher has the ball within the 8 foot (2.44 m) radius of the pitcher's plate will result in the baserunner being declared out.

u. (SP ONLY) When he fails to keep contact with the base to which he is entitled until a pitched ball has reached home plate or before the pitched ball is batted. EXCEPTION (16-INCH SP ONLY) Any runner may leave his base as soon as the ball is declared in play.
EFFECT — Sec. 8t-u: The ball is dead, "NO PITCH" is declared, and the baserunner is out.

v. When he abandons a base and enters his team area or leaves the field of play. The baserunner shall be declared out immediately when he enters his team area or leaves the field of play.

w. When he positions himself behind and not in contact with the base to get a running start on any fly ball. The ball remains live.

Sec. 9. BASERUNNER IS NOT OUT:

a. When he runs behind or in front of the fielder and outside the baseline in order to avoid interfering with a fielder attempting to field the ball in the base path.

b. When he does not run in a direct line to the base, provided the fielder in the direct line does not have the ball in his possession.

c. When more than one fielder attempts to field a batted ball and the baserunner comes into contact with the one who, in the judgement of the umpire, was not entitled to field the ball.

d. When he is hit with a fair batted ball that has passed an infielder, excluding the pitcher, and, in the judgement of the umpire, no other infielder HAD A CHANCE TO MAKE AN OUT.

PLAY (1) — With R1 on second, B2 hits ball behind F6 who is playing in. Batted ball touches R1 and is deflected to foul ground. RULING — If the touching of R1 is

accidental, it is ignored because batted ball has passed a fielder. If R1 intentionally deflected batted ball, umpire will rule interference with ball becoming dead and R1 being declared out.

PLAY (2) — A batted ball strikes third base and then caroms to foul territory where it strikes R1 who is leading off third. RULING — R1 is not out, and ball is in play since it was actually going away from the fielder.

e. When he is touched with a ball not securely held by a fielder.
f. When the defensive team does not request the umpire's decision on an appeal play until after the next legal or illegal pitch.
g. When a batter-runner overruns first base after touching it and returns directly to the base.
h. When he is not given sufficient time to return to a base. He will not be called out for being off base before the pitcher releases the ball. "No pitch" will be called by the umpire (Rule 6, Sec. 10d (FP) and Sec. 9c (SP and 16-INCH SP).
i. When he has legally started to advance. He cannot be stopped by the pitcher receiving the ball while on the pitching plate, nor by the pitcher stepping on the plate with the ball in his possession.
j. When he holds his base until a fly ball touches a fielder, then attempts to advance.
k. When hit by a batted ball when touching his base, unless he intentionally interferes with the ball or a fielder making a play.

PLAY (1) — With R1 on second, R2 on first, and no outs, B3 hits a ground ball or infield fly. Ball strikes R1 who is: (a) near second, (b) standing on second. In both cases ball has not passed an infielder. RULING — In (a), R1 is out on either type of hit. In (b) R1 is not out on either type of hit, but ball becomes dead, and all runners, if forced, advance one base without liability to be put out. In both (a) and (b), B3 is out on any infield fly. If it is a ground ball, batter-runner is awarded first base.

PLAY (2) — REFER TO RULE 8, SEC. 8k.

l. When he slides into a base and dislodges it from its proper position. The base is considered to have followed the runner.
EFFECT — Sec. 9l: A baserunner reaching a base safely will not be out for being off that base. He may return to that base without liability to be put out when the base has been replaced. A runner forfeits this exemption if he attempts to advance beyond the dislodged base before it is again in proper position.

PLAY — R1 slides into second base. After he touches the base, he loses contact (a) because the base breaks loose from its fastening, (b) because his foot slides off the base. F4 touches him while his foot is off base. RULING — In (a) R1 is not out. In (b) R1 is out.

m. When a fielder makes a play on a batter or baserunner while using an illegal glove. The manager of the offended team has two options:
(1) Having the entire play nullified, including the batter's turn at bat, with the batter batting over assuming the ball and strike count he had before he hit the ball and each runner returning to the original base he held prior to the batted ball.

(2) Taking the result of the play.

n. When he is hit by a fair batted ball after it touches or is touched by any fielder, including the pitcher.

PLAY — With R1 on second, B2 hits to F6 who is playing deep. Batted ball is touched by him and dropped so that it rebounds into R1. RULING — Touching of R1 is ignored since the ball has been touched by a fielder.

RULE 9. DEAD BALL - BALL IN PLAY

Sec. 1. THE BALL IS DEAD AND NOT IN PLAY:

a. When a ball is pitched illegally.

PLAY — R1 is on first base. B2 illegally bats the ball towards F6, and F4 obstructs R1 advancing to second base. RULING — Ball becomes dead when B2 illegally batted it. B2 is out, and R1 must return to first base.

b. When the batter steps from one box to the other when the pitcher is ready to pitch.

c. When a ball is batted illegally.
EXCEPTION: Sec. 1c: (FP ONLY) If the pitcher completes the delivery of the ball to the batter, the batter hits the ball and reaches first base safely, and all baserunners advance at least one base, then the play stands, and the pitch is no longer illegal. EXCEPTION: Sec. 1c: (SP ONLY) If the batter swings at an illegal pitch, the play stands, and the pitch is no longer illegal.

d. When "NO PITCH" is declared.

e. When a pitched ball touches any part of the batter's person or clothing, whether the ball is struck at or not.

PLAY — B1 swings at a pitched ball, and the ball hits his hand while holding the bat. RULING — Strike shall be called, and the ball is dead. The hand is not considered part of the bat.

f. When a foul ball is not caught.

g. When the offensive team causes the interference.
(1) When a batter intentionally strikes the ball a second time, strikes it with a thrown bat, or deflects its course in any way while running to first base.
(2) When a thrown ball is intentionally touched by a coach or on-deck batter.
(3) When a fair ball strikes a baserunner (not in contact with a base) or umpire before touching an infielder, including the pitcher or before passing an infielder, other than the pitcher.
(4) When the batter interferes with the catcher or other defensive player at home plate.
(5) When a member of the offensive team intentionally interferes with a live ball.
(6) When a runner intentionally kicks a ball which a fielder has missed.

h. When the ball is outside the established playing limits of the playing area. A ball is considered "outside the playing field" when it touches the ground, person on the ground, or object outside the playing area.

PLAY — R1 is on third. B3 at bat with one out, hits a fly ball which F5 catches in the field of play. F5's momentum causes him to go into a dead ball area such as a

bench, dugout, stands, or the area beyond the chalk line or pre-game determined imaginary line. RULING — Ball is dead as soon as F5 enters the dead ball area with the ball. R1 is awarded one base, and B3 is out.

i. If an accident to a runner prevents him from proceeding to a base which he is awarded. A substitute runner shall be permitted for the injured player.

PLAY — Batter hits ball over the fence for a home run but falls down as he attempts to advance to first base. He is injured and unable to continue to play. RULING — Substitute runner will be permitted for batter and will be allowed to circle the bases so that the home run can be allowed.

j. (SP ONLY) When the batter bunts or chops the pitched ball.

PLAY — REFER TO RULE 7, SEC. 11l.

k. (FP ONLY) When a wild pitch or passed ball lodges in or goes under, over, or through the backstop.

l. When time is called by the umpire.

m. When any part of the batter's person is hit with his own batted ball when he is in the batter's box.

n. When a baserunner runs bases in reverse order either to confuse the fielders or to make a travesty of the game.

o. When the batter is hit by a pitched ball.

p. When, in the judgement of the umpire, the coach near third base runs in the direction of home plate on or near the baseline while the fielder is attempting to make a play on a batted or thrown ball, and thereby draws a throw to home plate.

q. (FP ONLY) When the plate umpire or his clothing interferes with the catcher's attempt to throw.

r. When one or more members of the offensive team stand or collect at or around a base to which a baserunner is advancing, thereby confusing the fielders and adding to the difficulty of making a play.

s. (FP ONLY) When the baserunner fails to keep contact with the base to which he is entitled until a legally pitched ball has been released.

t. (SP ONLY) When a baserunner fails to keep contact with the base to which he is entitled until a legally pitched ball is batted or has reached home plate.

u. (SP ONLY) After each ball or strike or a pitched ball hitting the ground or plate.
EXCEPTION: The ball remains alive in 16-inch slow pitch.

v. When a blocked ball is declared.

w. When a batter enters the batter's box with, or is discovered using an altered bat.

x. When a batter enters the batter's box with, or is discovered using an illegal bat.

y. When a caught fair fly ball, including a line drive (FP and SP) or bunt (FP ONLY) which can be handled by an infielder with ordinary effort, is intentionally dropped with fewer than two outs and a runner on first base; first and second; first and third; or first, second, and third bases.

PLAY — REFER TO RULE 7, SEC. 11f.

z. When a fielder carries a live ball into a dead ball territory.

RULE 9, SECTION 2

EFFECT — Sec. 1a-z: The batter or baserunners may not advance on a dead ball unless awarded a base or bases by rule.

aa. When time has been called and an appeal is being made by the defense during the dead ball.

PLAY — REFER TO RULE 8, SEC. 8(14) AND PLAY 2.

Sec. 2. THE BALL IS IN PLAY:

a. At the start of the game and each half inning when the pitcher has the ball while standing in his pitching position and the plate umpire has called "PLAY BALL."

b. When the infield fly rule is enforced.

PLAY — With one out, R1 is on second and R2 on first when B4 hits an infield fly. Baserunners are of the opinion two are out and they start running as soon as the ball is hit. F4 fails to catch the infield fly, and both runners cross home plate. RULING — B4 is out for hitting infield fly, but runs count since runners may advance at their own risk.

c. When a thrown ball goes past a fielder and remains in playable territory.

d. When a fair ball strikes an umpire or baserunner on fair ground after passing or touching an infielder.

e. When a fair ball strikes an umpire on foul ground.

f. When any baserunner has reached the base to which he is entitled if the fielder fields a batted or thrown ball with illegal equipment.

g. When a baserunner is called out for passing a preceding runner.

h. When a fair ball is legally batted.

i. When a baserunner must return in reverse order while the ball is in play.

j. When a baserunner acquires the right to a base by touching it before being put out.

k. When a base is dislodged while baserunners are progressing around the bases.

l. When a baserunner runs more than 3 feet (0.91 m) from a direct line between that base and the next one in regular or reverse order to avoid being touched by the ball in the hand(s) of a fieder.

m. When a baserunner is tagged or forced out.

n. When the umpire calls the baserunner out for failure to return and touch the base when play is resumed after a suspension of play.

o. When a live ball appeal play is legally being made.

p. When the batter hits the ball.

q. When a live ball strikes a photographer, groundskeeper, policeman, etc., assigned to the game.

PLAY — B1 hits a line shot which hits first base, ricochets off the bag, and hits a photographer who is assigned to take pictures of the game. Pitcher backs up play and throws out B1 advancing to second. RULING — B1 is out. Ball remains in play when it strikes a photographer who has been assigned to the game.

r. When a fly ball has been legally caught.

s. When a thrown ball strikes an offensive player.

t. If the batter drops the bat and the ball rolls against it in fair territory and, in the judgement of the umpire, there was no intention to interfere with the course of the ball. The batter is not out, and the ball is alive and in play.
u. When a thrown ball strikes an umpire.
v. When a play is being made on an obstructed runner, or if the batter-runner is obstructed before he touches first base.
w. When a thrown ball strikes a coach.
x. (FP and 16-INCH SP ONLY) When a ball has been called on the batter. When four balls have been called, the batter may not be put out before he reaches first base.
y. (FP and 16-INCH SP ONLY) When a strike has been called on the batter.
z. (FP and 16-INCH SP ONLY) When a foul tip has been legally caught.

PLAY — Does the ball become dead after a foul tip, and can there be a foul tip which is not caught? RULING — The ball does not become dead on a foul tip, and a runner may advance or be put out the same as after any strike. To be a foul tip, the ball must be caught by the catcher.

aa. (SP ONLY) As long as there is a play as a result of a hit by the batter. This includes a subsequent appeal play.
ab. (SP ONLY) When a third strike foul ball is caught.
ac. (FP ONLY) If the ball slips from a pitcher's hand during his windup or the backswing.
ad. Whenever the ball is not dead, as provided in Sec. 1 of this rule.

Sec. 3. (SP ONLY) THE BALL REMAINS ALIVE UNTIL THE UMPIRE CALLS TIME, WHICH SHOULD BE DONE WHEN THE BALL IS HELD BY A PLAYER IN THE INFIELD AREA AND, IN THE JUDGEMENT OF THE UMPIRE, ALL PLAY HAS CEASED.

RULE 10. UMPIRES

NOTE: Failure of umpires to adhere to Rule 10 shall not be grounds for protest. These are guidelines for umpires.

Sec. 1. POWER AND DUTIES. The umpires are the representatives of the league or organization by which they have been assigned to a particular game; and, as such, are authorized and required to enforce each section of these rules. They have the power to order a player, coach, captain, or manager to do or to omit any act which, in their judgement, is necessary to give force and effect to one or all of these rules; and to inflict penalties as herein prescribed. The plate umpire shall have the authority to make decisions on any situations not specifically covered in the rules. THE FOLLOWING IS THE GENERAL INFORMATION FOR UMPIRES:

a. The umpire will not be a member of either team (i.e., player, coach, manager, officer, scorer, or sponsor).
b. The umpire should be sure of the date, time, and place of the game and should arrive at the playing field 20-30 minutes ahead of time, start the game on time, and leave the field when the game is over. His jurisdiction begins when he enters the field to check the bats, and ends when he leaves the field following the third out of the last inning.

RULE 10, SECTION 2

c. The male and female umpire shall wear a powder blue short-sleeve shirt; dark, navy blue slacks; and a cap. (Begining in 1990, the cap will have white ASA letters on the front). All other paraphernalia (i.e., socks, ball bag, jacket, and/or sweater) must also be dark, navy blue, and the shoes and belt must be black for both male and female umpires. A t-shirt is optional to wear under the powder blue shirt; however, if one is worn, it must be white. The plate umpire, in fast pitch MUST wear a black mask with a black throat protector. Body protectors are recommended for umpires in fast pitch and are optional in slow pitch.
d. The umpires should introduce themselves to the captains, managers, and scorers.
e. The umpires should inspect the playing field boundaries and equipment, and clarify all ground rules to both teams and their coaches.
f. Each umpire will have the power to make decisions on violations committed anytime during playing time or during suspension of play.
g. No umpire has the authority to set aside or question decisions made by another umpire within the limits of his respective duties as outlined in these rules.
h. An umpire may consult his associate(s) at any time; however, the final decision will rest with the umpire whose exclusive authority it is to make the decision and who requests the opinion of the other umpire.
i. In order to define "respective duties," the umpire judging balls and strikes will be designated as the PLATE UMPIRE; the umpire judging base decisions wil be designated as the BASE UMPIRE.
j. The plate umpire and base umpire will have equal authority to:
   (1) Call a runner out for leaving a base too soon.
   (2) Call TIME for suspension of play.
   (3) Eject a player, coach, or manager from the game for violation of rules.
   (4) Call all illegal pitches.
k. The umpire will declare the batter or baserunner out, without waiting for an appeal for such decision, in all cases where such player is retired in accordance with these rules.

NOTE: Unless appealed to, the umpire will not call a player out for having failed to touch a base, leaving a base too soon on a fly ball, batting out of order, or making an attempt to go to second after reaching first base, as provided in these rules.

l. The umpire will not penalize a team for infraction of a rule when imposing the penalty would be to the advantage of the offending team.

Sec. 2. THE PLATE UMPIRE SHOULD:

a. Take a position behind the catcher. He will have full charge of and be responsible for the proper conduct of the game.
b. Call all balls and strikes.
c. By agreement and in cooperation with the base umpire, call plays, fair or foul balls, and legally or illegally caught balls. On plays which would necessitate the base umpire leaving the infield, the plate umpire will assume the duties normally required of the base umpire.
d. Determine and declare whether:
   (1) A batter bunts or chops a ball.
   (2) A batted ball touches the person or clothing of the batter.
   (3) A fly ball is an infield or an outfield fly.

e. Render base decisions as indicated in the Umpiring Manual.
f. Determine when a game is forfeited.
g. Assume all duties when assigned as a single umpire to a game.

Sec. 3. THE BASE UMPIRE SHOULD:
a. Take such positions on the playing field as outlined in the Umpiring Manual.
b. Assist the plate umpire in every way to enforce the rules of the game.

Sec. 4. RESPONSIBILITIES OF A SINGLE UMPIRE. If only one umpire is assigned, his duties and jurisdiction will extend to all points. He will take a position on any part of the field which, in his judgement, will best enable him to discharge his duties.

Sec. 5. CHANGE OF UMPIRES. Umpires cannot be changed during a game by the consent of the opposing teams unless an umpire is incapacitated by injury or illness.

Sec. 6. UMPIRE'S JUDGEMENT. There will be no appeal on any decision of any umpire on the grounds that he was not correct in his conclusion as to whether a batted ball was fair or foul, a baserunner safe or out, a pitched ball a ball or strike, or on any play involving accuracy of judgement; and no decision rendered by any umpire will be reversed except when he is convinced it is in violation of one of these rules. In case the manager, captain or either team does seek reversal of a decision based solely on a point of rules, the umpire whose decision is in question will, if in doubt, confer with his associate(s) before taking any action; but under no circumstances will any player or person, other than the manager, acting manager, or captain of either team, have any legal right to protest any decision and seek its reversal on a claim that it is in conflict with these rules.
a. Under no circumstances will any umpire seek to reverse a decision made by an associate; nor will any umpire criticize or interfere with the duties of his associate(s) unless asked to do so.
b. The umpire-in-chief may rectify any situation in which the reversal of an umpire's decision or a delayed call by the umpire places a batter-runner, a baserunner, or the defensive team in jeopardy. This correction is not possible after one pitch has been thrown.

PLAY — With R1 on first base and fewer than two outs, the runner attempts to steal second on the pitch (FP ONLY). The catcher throws to second base as the plate umpire calls ball four. The throw is in time, and the base umpire calls the runner out. As the runner (R1) leaves for the dugout, the base umpire realizes B2 has four balls and R1 is entitled to second base. The defense tags R1 when he leaves the base. Had the umpire not called R1 out, he would not have left the base. RULING — Place R1 on second base and B2 on first base.

Sec. 7. SIGNALS:
a. **SAFE** — Body upright, eyes on the ball, and arms extended straight out with the palms down. A verbal call of "safe" is made as the arms are snapped to this position from the upper chest.
b. **SAFE SELL** — The same as the safe call, but as the arms are extended straight out with the palms down, a step should be taken towards the play.
c. **OUT** — Body upright, eyes on the ball, and right arm extended straight up as an extension of the shoulder. As we come to the HAMMER position, the elbow is bent at a 90° angle and the fist closed with the fingers facing the right ear. The left arm should brought to the mid-section of the body. A verbal call of "out" is made as the right arm is extended high into the air and continued as the arm drops into the HAMMER position.

RULE 10, SECTION 7

d. **OUT SELL** — Come to up-right position and take a step with left foot directly at the play. Your head should remain in position looking at the play as the upper torso turns perpendicular from the play. Raise right arm with an open hand behind your head into a throwing position as you shuffle your right foot behind the left. Plant right foot and transfer weight, bringing right arm over the top of your head with a closed fist, and make a vigorous OUT call. Finish call by transferring your weight to the left foot while bringing the right foot forward and parallel to the left.

e. **STRIKE** — Body upright, eyes on the ball, and right arm extended straight up as an extension of the shoulder. As we come to the HAMMER position, the elbow is bent at a 90° angle, and the fist is closed with the fingers facing the right ear. The left arm should be brought to the mid-section of the body. A verbal call of "strike" is made as the right arm is extended high into the air and continued as the arm drops into the HAMMER position.

f. **FAIR BALL** — Body upright, eyes on the ball, and point toward fair territory with the arm that is toward the infield. There is no verbal call on a fair ball, and if the umpire is wearing a mask, it should be in the left hand.

g. **FOUL BALL** — On all foul balls except a caught foul fly ball, the ball is DEAD, and the DEAD BALL signal should be given preceeding the foul ball signals. For the FOUL BALL signal, body should be upright, eyes on the ball and the arm extended straight out from the shoulder toward foul territory away from the playing field. A verbal call of "FOUL BALL" should be declared as the arm motion is made.

h. **TIME OUT/DEAD BALL** — Body upright, and both arms extended high into the air with the palms of the hands open and facing away from the umpire's body. A verbal call of "time or "dead ball" is made at the same time the arms are going up.

i. **PLAY BALL** — Body upright, eyes on the ball, and the umpire makes a motion toward the pitcher with the right hand. A verbal call of "play" or "play ball" is made as the umpire motions toward the pitcher.

j. **HOLD UP PLAY** (No Pitch) — Body upright, and raise either hand with the palm facing the pitcher. On a right-handed batter use the right hand, and on a left-handed batter use the left hand. "NO PITCH" shall be declared if the pitcher pitches while the umpire has a hand in said position.

k. **DELAYED DEAD BALL** — Body upright. The left arm is extended straight out to the side of the body as an extension of the shoulder, and the left hand is in a fist. This position is held long enough for the players to see that the umpire has observed the act that preempted this call.

l. **INFIELD FLY** — body upright, eyes on the ball, and right arm extended high into trhe air with a closed fist. Make a verbal call of "infield fly." If the batted ball is near the foul line call "infield fly, if fair."

m. **TRAPPED BALL** — Same as safe signal. The umpire makes a verbal call of "safe."

n. **FOUL TIP** — Body upright and eyes on the ball. The fingers of both hands are touched together; then the umpire gives the strike signal with no verbal call. This indicates that the bat tipped the ball and was caught by the catcher.

o. **COUNT** — Body upright. Have eye contact with the pitcher. Both hands are extended high above the head, and the fingers are used to indicate the ball and strike count on the batter. Use the fingers of the left hand for balls and the fingers of the right hand for strikes. A verbal description of the count on the batter is given while the hands are overhead. Balls are always mentioned first and strikes second.

p. **DOUBLE** — Body upright. Raise the right hand high above the head, indicating with two fingers the number of bases awarded. A verbal call of "two bases" is made while the hand remains overhead.

q. **HOME RUN** — Body upright. Raise the right hand high above the head with a closed fist. Make a counter-clockwise circling motion with the raised hand. A verbal call of "Four Bases" is made at the same time the hand is overhead.

r. **FOUR BASE AWARD** — Body upright, raise the right hand high above the head with four fingers shown. A verbal call of "Four Base Award" is made at the same time the hand is overhead.

Sec. 8. SUSPENSION OF PLAY:

a. An umpire may suspend play when, in his judgement, conditions justify such action.

b. Play will be suspended whenever the plate umpire leaves his position to brush the plate or to perform other duties not directly connected with the calling of plays.

c. The umpire will suspend play whenever a batter or pitcher steps out of position for a legitimate reason.

d. An umpire will not call time after pitcher has started his windup.

e. An umpire will not call time while any play is in progress.

f. In case of injury, time will not be called until all plays in progress have been completed or each runner has been held at his base.

g. Umpires will not suspend play at the request of players, coaches, or managers until all action in progress by either team has been completed.

PLAY — Bases are full. B4 hits a long fly to center. F7 and F8 collide in trying to make the catch, and both are injured. All runners cross home plate. Captain requests time to prevent the last two runs from scoring. RULING — Ball does not become dead when a player is injured during a batted or thrown ball. Umpire will not call time until no further play is possible. All four runs count.

h. (SP ONLY) When, in the judgement of an umpire, all immediate play is apparently completed, he should call time.

Sec. 9. VIOLATIONS AND PENALTIES:

a. Players, coaches, managers, or other team members will not make disparaging or insulting remarks to or about opposing players, officials, or spectators; or commit other acts that could be considered unsportsmanlike conduct.

b. There will be no more than two coaches for each team to give words of assistance and direction to the members of their team while at bat. One should be stationed near first base and the other near third base. Each coach must remain in his coach's box.

c. The penalty for violations by a player is prompt removal of the offender from the game and grounds. For the first offense, the coach or manager may be warned, but for the second offense, he is removed from the game. The offender should go directly to the dressing room for the remainder of the game or leave the grounds. Failure to do so will warrant a forfeiture of the game.

RULE 11. PROTESTS

Sec. 1. PROTESTS WILL NOT BE RECEIVED OR CONSIDERED IF THEY ARE BASED SOLELY ON A DECISION INVOLVING THE ACCURACY OF JUDGEMENT ON THE PART OF AN UMPIRE. Examples of protests which will not be considered are:

RULE 11, SECTION 2

a. Whether a batted ball was fair or foul.
b. Whether a baserunner was safe or out.
c. Whether a pitched ball was a ball or a strike.
d. Whether a pitch was legal or illegal.
e. Whether a baserunner did or did not touch a base.
f. Whether a baserunner left his base too soon on a caught fly ball.
g. Whether a fly ball was or was not caught legally.
h. Whether it was or was not an infield fly.
i. Whether there was or was not interference or obstruction.
j. Whether the field is fit to continue or resume play.
k. Whether there is sufficient light to continue play.
l. Any other matter involving only the accuracy of the umpire's judgement.

Sec. 2. PROTESTS THAT SHALL BE RECEIVED AND CONSIDERED CONCERN MATTERS OF THE FOLLOWING TYPES:

a. Misinterpretation of a playing rule.
b. Failure of an umpire to apply the correct rule to a given situation.
c. Failure of an umpire to impose the correct penalty for a given violation.

Sec. 3. PROTESTS MAY INVOLVE BOTH A MATTER OF JUDGEMENT AND THE INTERPRETATION OF A RULE.

EXAMPLE:

With one out and runners on second and third, the batter flies out. The runner on third tags up after the catch but the runner on second does not. The runner on third crosses the plate before the ball is played at second base for the third out. The umpire does not allows the run to score. The questions as to whether the runners left their bases before the catch or whether the play at second base was made before the runner on third cross the plate are solely matters of judgement and are not protestable. It is a misinterpretation of a playing rule if the umpire fails to allow the run to score and is a proper subject for protest.

Sec. 4. THE NOTIFICATION OF INTENT TO PROTEST MUST BE MADE IMMEDIATELY BEFORE THE NEXT PITCH. (EXCEPTION: Player eligibility)

PLAY (1) — R1 is obstructed by F4 while advancing to second during a rundown between first and second bases. Umpire rules OBSTRUCTION and returns R1 to first base. Offensive team protests game (a) before first pitch to B2, (b) after first pitch to B2, (c) after game is over. RULING — (a) Protest is valid. In (b) and (c) protest is denied since it was not made before the next pitch.

PLAY (2) — Bases loaded, bottom of seventh inning, two outs, and the score is visitors 4, home 3. Home team (offensive) coach calls a second conference with a batter in that half inning. The plate umpire calls the batter out to end the game. Both teams are off the playing field and preparing to leave when the home manager protests to the umpire in the parking lot that the ruling was incorrect. RULING — The game is over. When both teams have left the playing field, no protest can be accepted.

a. The manager or acting manager of the protesting team shall immediately notify the plate umpire that the game is being played under protest. The plate umpire shall in turn notify the opposing manager and official scorekeeper.

b. All interested parties shall take notice of the conditions surrounding the making of the decision, which will aid in the correct determination of the issue.

NOTE: On appeal plays, the appeal must be made before the next pitch, legal or illegal, or before the defensive team has left the field. For the purpose of this rule, the defensive team has "left the field" when the pitcher and all infielders have left fair territory on the way to the bench or dugout area.

c. Once the game is completed and both teams have left the field, no protest can be filed. EXCEPTION: Player eligibility.

Sec. 5. THE OFFICIAL WRITTEN PROTEST MUST BE FILED WITHIN A REASONABLE TIME:

a. In the absence of a league or tournament rule fixing the time limit for filing a protest, a protest should be considered if filed within a reasonable time, depending upon the nature of the case and the difficulty of obtaining the information on which to base the protest.
b. Within 48 hours after the scheduled time of the contest is generally considered a reasonable time.

Sec. 6. THE FORMAL WRITTEN PROTEST SHOULD CONTAIN THE FOLLOWING INFORMATION:

a. The date, time, and place of the game.
b. The names of the umpires and scorers.
c. The rule and section of the official rules or local rules under which the protest is made.
d. The decision and conditions surrounding the making of the decision.
e. All essential facts involved in the matter protested.

Sec. 7. THE DECISION MADE ON A PROTESTED GAME MUST RESULT IN ONE OF THE FOLLOWING:

a. The protest is found invalid, and the game score stands as played.
b. When a protest is allowed for misinterpretation of a playing rule, the game is replayed from the point at which the incorrect decision was made with the decision corrected.
c. When a protest for ineligibility is allowed, the offending team shall forfeit the game being played, or the game last played, to the offended team.

RULE 12. SCORING

NOTE: Failure of official scorer to adhere to Rule 12 shall not be grounds for protest. These are guidelines for the official scorer.

Sec. 1. THE OFFICIAL SCORER SHALL KEEP RECORDS OF EACH GAME AS OUTLINED IN THE FOLLOWING RULES. He shall have sole authority to make all decisions involving judgement. For example, it is the scorer's responsibility to determine whether a batter's advance to first base is the result of a hit or an error; however, a scorer shall not make a decision which conflicts with the official playing rules or with an umpire's decision.

RULE 12, SECTION 2

Sec. 2. THE BOX SCORE:

a. Each player's name and the position or positions he has played shall be listed in the order in which he batted or would have batted, unless he is removed or the game ends before his turn at bat.

(1) (FP ONLY) The designated player (DP) is optional, but if one is used, it must be made known prior to the start of the game and be listed on the scoresheet in the regular batting order. Ten names will be listed, with the tenth name being the player playing defense only. This tenth player can only bat if he moves to the DP position in the batting order.

EXCEPTION: See Rule 4, Sec. 3c.

(2) (SP ONLY) The extra player (EP) is optional, but if one is used, it must be made known prior to the start of the game and be listed on the scoring sheet in the regular batting order. Eleven names for men's and women's slow pitch and twelve names for co-ed slow pitch will be on the official batting order, and all will bat.

b. Each player's batting and fielding record must be tabulated.

(1) The first column will show the number of times at bat by each player, but a time at bat will not be charged against the player when:

(a) He hits a sacrifice fly that scores a runner.

(b) He is awarded a base on balls.

(c) (FP ONLY) He hits a sacrifice bunt.

(d) (FP ONLY) He is hit by a pitched ball.

(e) (FP ONLY) He hits a sacrifice slap hit. NOTE: A slap hit is defined as "a fake bunt, followed by a controlled swing, resulting in the runner advancing" as in the case of a sacrifice bunt.

(2) The second column will show the number of runs made by each player.

(3) The third column will show the number of base hits made by each player. A base hit is a batted ball that permits the batter to reach base safely:

(a) On a fair ball which settles on the ground, clears the fence, or strikes the fence before being touched by a fielder.

(b) On a fair ball which is hit with such force or such slowness, or which takes an unnatural bounce, that it is impossible to field with ordinary effort in time to retire the runner.

(c) When a fair ball which has not been touched by a fielder becomes dead because of touching the person or clothing of a runner or umpire.

(d) When a fielder unsuccessfully attempts to retire a preceding runner, and in the scorer's judgement, the batter-runner would not have been retired at first base by perfect fielding.

(4) The fourth column will show the number of opponents put out by each player.

(a) A putout is credited to a fielder each time he:

(1) Catches a fly ball or line drive.

(2) Catches a thrown ball which retires a batter or baserunner.

(3) Touches a baserunner with ball when the baserunner is off the base to which he is entitled.

(4) Is nearest the ball when a runner is declared out for being struck by a fair ball or for interference with a fielder, or when a runner is called out for being in violation of Rule 8, Sec. 8u and Sec. 8e.

(b) A putout is credited to the catcher:
(1) When a third strike is called.
(2) (SP ONLY) When the batter bunts or chops the ball downward.
(3) When the batter fails to bat in correct order.
(4) When the batter interferes with the catcher.

(5) The fifth column shall show the number of assists made by each player. An assist shall be credited:
(a) To each player who handles the ball in any series of plays which results in the putout of the baserunner. Only one assist shall be given to any player who handles the ball in any putout. A player who has aided in a rundown or other play of the kind shall be credited with both an assist and a putout.
(b) To each player who handles or throws the ball in such a manner that a putout would have resulted except for an error of a teammate.
(c) To each player who, by deflecting a batted ball, aids in a putout.
(d) To each player who handles the ball in a play which results in a baserunner being called out for interference or for running out of the baseline.

(6) The sixth column will show the number of errors made by each player. Errors are recorded:
(a) For each player who commits a misplay which prolongs the turn at bat of the batter or life of the present runner.
(b) For the fielder who fails to touch the base after receiving the ball to retire a runner on a forceout, or when a baserunner is compelled to return to base.
(c) For the catcher, if a batter is awarded first base because of catcher obstruction.
(d) For the fielder who fails to complete a double play because of dropping the ball.
(e) For the fielder, if a baserunner advances a base because of his failure to stop or try to stop a ball accurately thrown to a base, provided there was occasion for the throw. When more than one player could receive the throw, the scorer must determine which player gets the error.

Sec. 3. A BASE HIT SHALL NOT BE SCORED:

a. When a runner is forced out on a batted ball, or would have been forced out except for a fielding error.
b. When a player fielding a batted ball retires a preceding runner with ordinary effort.
c. When a fielder fails in an attempt to retire a preceding runner and, in the scorer's judgement, the batter-runner could have been retired at first base.

Sec. 4. A RUN BATTED IN IS A RUN SCORED BECAUSE OF:

a. A safe hit.
b. A sacrifice bunt (FP) or sacrifice fly (FP and SP). (See Rule 1, Sec. 55)
c. A caught foul fly.
d. An infield putout or fielder's choice.
e. A baserunner forced home because of interference, a hit batsman, or a base on balls.
f. A home run and all runs scored as a result.

Sec. 5. A PITCHER SHALL BE CREDITED WITH A WIN:

a. When he is the starting pitcher, and has pitched at least four innings and his team is not only in the lead when he is replaced, but remains in the lead for the remainder of the game.

RULE 12, SECTION 6

b. When a game is ended after five innings of play, and the starting pitcher has pitched at least three innings, and his team scores more runs than the other team when the game is terminated.

Sec. 6. REGARDLESS OF THE NUMBER OF INNINGS PITCHED, A PITCHER SHALL BE CHARGED WITH A LOSS IF HE IS REPLACED WHEN HIS TEAM IS BEHIND IN THE SCORE AND FAILS TO TIE THE SCORE OR GAIN THE LEAD THEREAFTER.

Sec. 7. THE SUMMARY SHALL LIST THE FOLLOWING ITEMS IN THIS ORDER:

a. The score by innings and the final score.
b. The runs batted in and by whom.
c. Two base hits and by whom.
d. Three base hits and by whom.
e. Home runs and by whom.
f. Sacrifice flies and by whom.
g. Double plays and players participating in them.
h. Triple plays and players participating in them.
i. Number of bases on balls given by each pitcher.
j. Number of batters struck out by each pitcher.
k. Number of hits and runs allowed by each pitcher.
l. The name of the winning pitcher.
m. The name of the losing pitcher.
n. The time of the game.
o. The names of the umpires and scorers.
p. (FP ONLY) Stolen bases and by whom.
q. (FP ONLY) Sacrifice bunts.
r. (FP ONLY) The names of batters hit by a pitched ball and the names of the pitchers who hit them.
s. (FP ONLY) The number of wild pitches made by each pitcher.
t. (FP ONLY) The number of passed balls made by each catcher.

Sec. 8. (FP ONLY) STOLEN BASES ARE CREDITED TO A BASERUNNER WHENEVER HE ADVANCES ONE BASE UNAIDED BY A HIT, PUTOUT, FORCEOUT, FIELDER'S CHOICE, PASSED BALL, WILD PITCH, AN ERROR, OR ILLEGAL PITCH.

Sec. 9. ALL RECORDS OF A FORFEITED GAME WILL BE INCLUDED IN THE OFFICIAL RECORDS EXCEPT THAT OF A PITCHER'S WON-LOST RECORD.

POINTS OF EMPHASIS

1. **APPEALS**

TYPES: There are four major appeal plays: (1) Missing a base, (2) Leaving a base on a caught fly ball before the ball is first touched, (3) Batting out of order, (4) Attempting to advance to second base after making the turn at first base.

ALIVE: In all games an appeal can be made during a live ball by touching the base missed or left too soon on a caught fly ball, or by tagging the runner committing the violation if he is still on the playing field.

DEAD: The dead ball appeal can be made in all games once time out has been granted. Any infielder, with or without the ball, can make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. The administering umpire should then make a decision on the play.

MAY NOT RETURN: A runner may not return to touch a missed base or one left too soon on a caught fly ball if:

1) he has entered his team area,
2) a following runner has scored, or
3) he has touched a base beyond the one missed or left too soon on a caught fly ball, and the ball becomes dead.

WHEN: appeals must be made (1) before the next pitch, legal or illegal, or (2) before all infielders, including the pitcher, have left their normal positions (crossed the foul line).

ADVANCE: Runners may advance during a live ball appeal play. In FAST PITCH, if the ball is not dead, each runner may leave his base when (a) the pitcher no longer has possession of the ball within 8 feet of the pitcher's plate, or (b) when the pitcher makes a play on any runner (a fake throwing motion is considered a play). IF TIME OUT IS REQUESTED FOR AN APPEAL, THE UMPIRE SHOULD GRANT IT IN EITHER FAST OR SLOW PITCH, and runners may not advance until the next pitch.

MORE THAN ONE APPEAL: More than one appeal play may be made, but guessing games should not be allowed. Example: Runner misses second by a step but just touches the corner of third base. Even though an appeal is made at third (umpire called runner safe), an appeal may be made at second on the same runner.

AWARDS: An appeal must be honored even if the base missed was before or after an award.

PLATE & TAG MISSED: If a runner misses home plate and the catcher misses the tag, the umpire should: Hesitate. If no tag is made, the umpire should declare the runner safe. If an appeal play is then made by tagging either the runner or home plate, the umpire should then make a decision on this appeal play.

FORCE OUT: If an appeal is honored at a base to which a runner was forced to advance and the out is a force out, no runs would score if it was the third out. If a forced runner, after touching the next base, retreats for any reason towards the base he had last occupied, the force play is reinstated, and he can again be put out if the defense tags the base to which he is forced. NOTE: There cannot be a force out if the batter does not become a baserunner.

TAG UPS: If a runner leaves a base too soon on a fly ball and returns in an attempt to retag, this is considered a 'time play' and not a 'force out.' If the appeal is the third out, all runs scored by runners in advance of the appealed runner, and scored ahead of the legal appeal, would count.

MISSING FIRST BASE BEFORE THE THROW ARRIVES: If a runner passes first base before the throw arrives, he is considered to have touched the base unless an appeal play is made.

FOURTH OUT APPEAL. An appeal may be made after the third out, as long as it is made properly; i.e., one out with a runner on third and a runner on first base. Batter hits a fly blal that is caught. Each runner leaves his base before the caught ball is touched. The appeal made at first base for the third out. The defensive team then makes another appeal at third before the infielders leave the infield. The runner on third would be declared out also, and the run would not count.

2. **BATTING OUT OF ORDER** may be appealed by the defensive team while the batter is at the plate. The offensive team may correct a wrong batter at the plate with no penalty. Once a batter has completed his turn at bat and before the next pitch, the appeal may be made by the defensive team only.

3. **BATTING OUT OF THE BATTER'S BOX**

In order for the batter to be called out for "batting out of the box," one or both feet must be on the ground **completely outside the lines** of the box **when contact is made** with the ball. The lines of the batter's box are considered inside the box. The batter is to be called out if any part of his foot is touching home plate when he hits the ball, even though he may be touching the lines of the batter's box.

Hitting the ball while out of the batter's box is not an appeal play. It must be called immediately. The batter is out whether the ball is **hit** fair or foul. In cases where there are no batter's box lines evident, good judgement must be used, and the benefit of any doubt must go to the batter.

4. **CATCHER'S BOX**

The catcher's box as described in Rule 2, Sec. 4d is 10 feet in length from the rear outside corners of the batters' boxes and shall be 8 feet 5 inches in width from the outside edges of the batters' boxes, including home plate. (SP ONLY) The catcher cannot have any part of his body or equipment touching the ground outside the lines of the catcher's box until the ball is batted, touches the ground behind home plate, or reaches the catcher's box. Touching the ground by the catcher outside the catcher's box lines is a violation of Rule 6, Sec. 3d and is an illegal pitch. The intent of this rule is to prevent catcher obstruction and injury to catchers.

Even if the catcher is legally within the catcher's box, he may not obstruct the batter. Obstruction does not require contact between the catcher and the bat or batter. The umpire's request for the catcher to move farther away from the batter to avoid injury or obstruction should always be obeyed. (See catcher obstruction under POE.)

5. **CONFERENCES**

A. Defensive

A charged defensive conference takes place when the defense requests a suspension of play for any reason, and a representative enters the playing field and confers with the pitcher. The intent of the rule is to reduce delays in the game. **It is also a conference if the team representative confers with another player who, prior to a pitch being thrown, confers with the pitcher.** The umpire should advise the team representative when he declares a charged conference. The penalty for a second charged conference with the same pitcher in one inning is removal of the pitcher from the pitching position for the duration of that game.

The following are **not** Defensive Conferences:

1) If the team representative informs either umpire prior to crossing the foul line that he is removing the pitcher, and he does so.
2) Shouting of instructions from the dugout area to the pitcher.

3) If a dugout representative confers with a pitcher during a charged offensive conference and is ready to play ball when the offense is.

4) A manager playing in the game may confer with the pitcher and is not charged; however, an umpire can control repeated meetings between a playing manager and a pitcher by first issuing a warning, and then ejecting that manager.

B. **OFFENSIVE**

An offensive charged conference occurs when the offensive team **requests a suspension of play** and is granted time by the umpire to allow a team representative (usually the manager or coach) to confer with a batter or baserunner. One conference is allowed between the team representative and either one batter and/or all baserunners per inning. **Penalty:** The umpire should refuse to allow the second conference. If the offensive team insists on holding a second conference in an inning after being informed by the umpire that it is not permitted, the umpire should eject the team representative from the game and from the playing field. It is not a charged offensive conference if: 1) a team representative confers with a batter or baserunner during a defensive charged conference and is ready to play when the defense is, and 2) if pitcher is putting on a warm-up jacket.

6. **DELAYED DEAD BALL SITUATIONS**

There are now five situations when umpires will enforce a delayed dead ball call:

1) An illegal pitch (Rule 6, Sec. 1-8)
2) Catcher's obstruction (Rule 8, Sec. 2d)
3) Plate umpire obstruction (Rule 8, Sec. 6d)
4) Obstruction (Rule 8, Sec. 5b)
5) Runner at 3B or 1B assisted by a coach on a tag up (Rule 8, Sec. 8n)

Once the entire play is completed in each situation, the proper enforcement should be made. In (5) a double play could be called: one out on the coach assisting the runner, and the second out on the caught ball.

7. **DELIBERATELY CRASHING INTO A FIELDER WITH THE BALL**
(Interference)

In order to prevent injury and protect the defensive player attempting to make a play on a baserunner, the baserunner must be called out if he remains on his feet and deliberately, with great force, crashes into a defensive player holding the ball and waiting to apply a tag. NOTE: If the act is determined to be flagrant, the offender will be ejected. A runner may slide into the fielder.

1) When a runner is called out for deliberately crashing into a fielder holding the ball, **the ball becomes dead.** Each runner must return to the last base touched at the time of the contact.
2) If, in number (1) above, the runner deliberately crashed into a fielder holding the ball before he was put out, and, in the judgement of the umpire, it was an attempt to break up an obvious double play, **the immediate succeeding runner will also be declared out under Rule 8, Sec. 8j.**
3) If the deliberate crash occurs after the runner was called out, **the runner closest to home plate will be declared out under Rule 8, Sec. 8r.**
4) If an obstructed runner not being played on deliberately crashes into a fielder holding the ball, the **obstruction call will be ignored,** and the runner will be called out under Rule 8, Sec. 8t. An award of this type under Rule 8, Sec. 5b(1) and (2) does not give the runner the right to violate Rule 8, Sec. 8s.

5) If a runner **being played** on is obstructed and then deliberately crashes into a fielder holding the ball, the obstruction call will still be honored since the ball becomes dead immediately on this type of obstruction, and bases will be awarded according to Rule 8, Sec. 5b(1). The runner, however, will be ejected from the game under Rule 8, sec. 8s if the act of deliberately crashing into the fielder is flagrant.

8. **DESIGNATED PLAYER OR DP (FP ONLY)**

This individual was previously called the DH; however, because of the rule change, whereby he can play defense, he shall now be called a "designated player" or DP. The player listed number 10 in the batting order, who plays defense only, will be called the "DEFO".

1) Any of the starting ten (10) players may be withdrawn and re-enter the game one time.
2) Only nine players can bat; however, defensive players may play any position any time on defense without penalty. DP's are not limited to only one defensive position.
3) No one is considered to have left the game until he has been removed from the batting order. EXCEPTION: The DEFO is considered to have left the game any time he is substituted for, or the DP plays defense for him.
4) If the 'DP' plays defense for some player other than the DEFO, in reality the other player only bats and assumes the DP role temporarily.
5) A starting player and his substitute can never be in the game at the same time.
6) The DP and DEFO can never be on offense at the same time.
7) The DEFO can never play offense only.
8) The DEFO may enter the game offensively for the original DP only.
9) The DP can never play defense only.
10) The DP and the DEFO can both re-enter one time, just like any other starting player.

9. **DOUBLE BASE**

With the approval of the double base at first base, the following rules should be enforced for its usage:

a) A batted ball hitting the white portion is declared fair, and a batted ball hitting the orange portion is declared foul.
b) Both white and orange portions are treated equally for both the offense and the defense when running out a base hit or attempting to tag the bag for a force out.
c) The batter-runner may use the orange portion on the first attempt at first base; however, should he reach and go beyond first base, he must return to the white portion.
d) Should the batter-runner round the base on a hit through the infield or to the outfield, he must return to the white portion.
e) When tagging up on a fly ball, the white portion must be used.
f) On an attempted pick off play (FP Only), the runner must return to the white portion.

10. **EQUIPMENT ON THE PLAYING FIELD**

No detached equipment or uniform other than that being used in the game at the time should be on the playing field. Equipment which can be on the field with no violation includes the batter's bat and the catcher's mask. Loose gloves, hats, bats, (including the on-deck batter's bats), jackets, etc., lying on the playing field could cause a blocked ball or interference (Rule 8, Sec. 5g).

THROWN BALL: (1) If a thrown ball hits loose equipment belonging to the team at bat, interference is ruled if such action interferes with the play. The player being played on shall be declared out, the ball is dead, and each baserunner must return to the last base touched prior to the thrown ball hitting the loose equipment. (2) If the bat or glove belongs to the team in the field, it becomes a blocked ball, and the overthrow rule applies. (3) If no play is being made on a runner when an overthrown ball hits loose equipment, the ball becomes dead immediately, but no out is called.

BATTED BALL: (1) A batted foul ball touching loose equipment is a foul ball. (2) A batted fair ball bouncing off a fielder or a base and touching loose equipment belonging to a) the offense or b) the defense is considered a live ball and in play.

The umpire should make every effort to keep the playing field free of loose equipment or clothing. When it is noticed, have it removed immediately.

11. **EXTRA PLAYER OR EP (SP ONLY)**

This individual was previously called the "EH"; however, because of the rule change, whereby he can now play defense, he shall now be called an "extra player" or "EP." If a team uses the EP it must be on the line-up card at the start of the game, and the team must end the game with 11 players or forfeit.

All 11 players bat, but only 10 play defense. Changes with the defensive players can be made each inning; however, the batting order cannot change. (i.e., the EP can sit on the bench one inning, play 3B one inning, play outfield one inning, sit on the bench again, and then play 1B. All would be legal as long as the EP remained in his same position in the batting order. This would be the same for any of the 11 starting players).

Any of the starting 11 can leave the game once and re-enter. A starting player and his substitute cannot be in the game at the same time. If this occurs, the manager and the player listed in the wrong spot on the batting order are ejected by the umpire.

12. **FAKE TAG**

1) A **"FAKE TAG"** occurs when a fielder with the ball deceives the runner by impeding his progress (Exp: causing him to slide, slow down, or stop running).
   1) **"Obstruction"** is called when a **FAKE TAG** is made as mentioned above. It is classified as "Obstruction on a runner **NOT** being played" on. The umpire shall give the delayed dead ball signal and let the play continue to its completion. The obstructed runner — and each other runner affected by the obstruction — wil always be awarded the base or bases he would have reached if there had not been any obstruction under Rule 8, Sec. 5b(2). Remember, each runner is awarded a base or bases only if, in the judgement of the umpire, he would have made the base or bases had there not been any obstruction.
   b) The umpire should rule "Obstruction" on the **FAKE TAG.** Continued **FAKE TAGS** should result in ejection. In flagrant cases where the sliding player gets hurt, the offended player should be ejected without warning.
   c) If a fielder fakes a tag, but the runner continues on to the next base without sliding or breaking stride, there is no rule violation. Obstruction is "the act of a fielder in the basepath without the ball, impeding the progress of a runner." In this case the progress was not impeded.

13. **FALLING OVER THE FENCE ON A CATCH**

A player does not have to have either one or both feet on the ground when making a catch. If he catches a ball in the air and his momentum carries him through or over a

fence, the catch is good, the batter is out, the ball is dead, and with fewer than two outs, all runners are advanced one base without liability to be put out. Guidelines to use are: (1) If he catches the ball **BEFORE** he touches the ground outside the playing area, the catch is good. (2) If he catches the ball **AFTER** he touches the ground outside the playing area, it is not a catch.

14. **FORFEITS**

1) Remember, only the **plate** umpire may forfeit a game (Rule 10, Sec. 2f).
2) If a base umpire forfeits a game, however, the **plate** umpire, if he agrees on the forfeiture, should also announce the forfeit. If the **plate** umpire disagrees, he should reverse the **base** umpire's decision, although this should rarely happen.
3) The umpire **may** forfeit a game if physically attacked by a player or spectator. The word "may" is used instead of "shall" to give the umpire leeway since circumstances often dictate whether or not the game should be forfeited. An umpire should have good judgement when forfeiting a game. Forfeiture of a game should always be his last option.

15. **HITTING A BALL A SECOND TIME**

When an umpire considers the act of a batter "hitting a ball a second time," he should place the act into three categories. These are:

1) If the bat is in the hand(s) of the batter when the ball comes into contact with it, the umpire should **ALWAYS** consider that the batter deliberately contacted the ball with the bat a second time. If the bat is over fair territory, **including over home plate,** and the batter is in the batter's box, it is a foul ball. If one foot of the batter is out of the batter's box, he is out. If the ball is over foul territory or in the batter's box when the second contact is made, it is a foul ball. When in doubt, don't guess the batter out. Call it a foul ball.
2) If the bat is out of the batter's hand(s) (dropped or thrown), and it hits the ball in fair territory, the ball is dead, and the batter is out. If the ball hits the bat on the ground, the batter is not out. The umpire should then determine whether the ball is fair or foul based on the fair/foul rule. If the ball rolls against the bat in fair territory, it remains alive until touched or the ball stops. If it stops or is touched in fair territory, it is a fair ball. If after touching the bat in fair territory it rolls to foul ground and stops, it is a foul ball. If the ball rolls agains tthe bat in foul territory, it is a foul ball regardless.
3) If a batter swings and misses the ball but accidentally hits it on the backswing, or intentionally hits it on the second swing, the ball is dead whether hit fair or foul, and is called a foul ball. If on the third strike in slow pitch, the batter is out.

16. **HOME RUN CLASSIFICATION (SP ONLY)**

A limit of over-the-fence home runs will be used in all men's and co-ed slow pitch divisions. All balls hit over the fence in a game BY A TEAM in excess of the following limits will be ruled a foul ball, and if a foul ball is the third strike, the batter is out: Super (Unlimited); Major (12; any Class A (6); any fair ball hit over the fence in excess of B, C, Master, and Co-ed limits are ruled an out. These limits are: Class B (3); any Class C (1); any Masters (3); and any Co-ed (3). There is no home run limit for women or youth play.

Any ball touched by a defensive player, which then goes over the fence in fair territory should be considered a four base award and not included in the total of over-the-fence home runs.

If the batter misses first base on a home run, and an appeal play results in the batter being called out, he is not credited with a hit and the team is not charged with a home run. If the batter misses any other base and an appeal play results in the batter being called out, the hit would still count towards the home run over-the-fence limit even if only recorded as a single or double in the scorebook, as long as a run scores.

17. **IMAGINARY LINE OR DEAD BALL AREA**
When a fielder **carries** a live ball into a dead ball area, the ball becomes dead, and base(s) are awarded **all** baserunners. If the act is unintentional, the award is one base. If the act is intentional, the award is two bases. The award is governed **from the last base legally touched at the time the ball became dead.**

If a chalk line is used to designate an "out of play" area, the line is considered in play. If a fielder is touching the line, he is considered in the field of play and may make a legal catch or a legal throw. If either foot is on the ground completely in dead ball territory (not touching the line), the ball becomes dead. No play can be made.

If a player has one foot inside the line or touching the line, and another foot in the air at the time a catch is made, the catch is good, and the batter is out. If the fielder then steps into a dead ball area (foot on the ground), the ball becomes dead, and all baserunners are awarded one base from the last base touched when the ball became dead.

18. **INTENTIONALLY DROPPED BALL**
The ball could not be intentionally dropped unless the fielder has actually caught and then dropped it. Merely guiding the ball to the ground should not be considered an intentionally dropped ball.

19. **INTENTIONALLY THROWN BALL OUT OF PLAY**
Defensive players who intentionally throw a ball out of play in order to prevent a runner from returning to a previous base will be penalized by awarding the runner two bases from the base he was at when the ball left the fielder's hand. Normal award would be from the "original base" if a runner is returning to the original base. (See Rule 8, Sec. 5, exception).

20. **INTENTIONAL WALK (FP ONLY)**
The ball is alive during an intentional walk in fast pitch. All defensive players, except the catcher who must be in his catcher's box, must be in fair territory until the pitch is released. If they do not position themselves in fair territory, an illegal pitch should be called for each pitch thrown while the defense is standing in foul territory. In fast pitch the pitches must be thrown to the batter.

21. **INTENTIONAL WALK (SP ONLY)**
Because the ball is dead when it crosses the plate and therefore no play may be made, it is permissible for the batter to be walked intentionally if the plate umpire is notified by the pitcher. **IF TWO SUCCESSIVE BATTERS ARE TO BE WALKED,** the plate umpire may not award the second intentional walk until the first batter reaches first base (Rule 8, Sec. 2c).

22. **INTERFERENCE**
Interference is defined "as the act of an **OFFENSIVE** player or team member which impedes, hinders, or confuses a defensive player attempting to execute a play." Defensive players must be given the opportunity to field the ball **anywhere** on the playing field.

a) **Baserunning** interference includes a baserunner interfering with a fielder, a baserunner being hit by a fair batted ball, and a thrown ball striking equipment left on the field by the offensive team.
   1) When a baserunner interferes with a fielder, it may be in the form of physical contact, verbal distraction, visual distraction, or any other type of distraction which would hinder the fielder in the execution of a play. The umpire must determine if the interference occurred before or after the baserunner who interfered was put out, and then apply the proper rule.
   2) When a baserunner is hit by a fair batted ball, it is interference if it occurred **before** it passed an infielder (excluding the pitcher) or **after** it passed an infielder (if another infielder had a chance to make an out), and provided the baserunner was not in contact with a base. It is **NOT** interference if the batted ball touched or was touched by a player before it hit the baserunner.

b) **Batter** interference occurs while the batter is at bat and before he hits the ball. It occurs in Fast Pitch when the batter interferes with the catcher's throw on an attempted steal or when he interferes with the catcher on a play at the plate. The batter's box is not a sanctuary for the batter. He must vacate it to prevent interference.

c) **On-deck batters** may be ruled for interference if they interfere with a throw or a fielder's opportunity to make an out on a fly ball.

d) **Coach's** interference occurs when a base coach runs toward home and draws a throw, when he interferes with a fielder attempting to catch or throw a ball, or when he aids a runner. The coach's box is not a sanctuary.

e) **Spectator** interference occurs whenever a spectator enters the field and interferes with a play, or reaches onto the field from the stands and prevents a fielder from catching a fly ball in the field of play. It is **not** interference if the fielder reaches into the stands. The field belongs to the fielder, and the stands belong to the spectators.

f) **Umpire** interference occurs when: (1) (FP & SP) an umpire is hit by a fair batted ball before it passes an infielder (excluding the pitcher or (2) (FP) when an umpire interferes with a catcher's attempt to put out a baserunner stealing. In number (1) the batter-runner is awarded first base (exception to the statement that someone must be called out on interference). In number (2) it is interference only if the baserunner is not put out, in which case he is returned to his base. In no other case is umpire interference ruled.

When batter, baserunner, on-deck batter or coach interference occurs, the ball is dead, someone must be called out, and each baserunner must return to the last base touched at the time of the interference.

23. **LOOK-BACK RULE (FP ONLY)**

Rule 8, Sec. 8t: The baserunner is **OUT:**

When he fails to keep contact with the base to which he is entitled until a legally pitched ball has been released. When a baserunner is legitimately off his base after a pitch or the result of a batter completing his turn at bat, he must immediately attempt to advance to the next base or immediately return to the base left while the pitcher has the ball within the 8-foot radius of the pitcher's plate. **The responsibility is completely on the runner.** There is no obligation on the pitcher to **LOOK, FAKE, OR THROW.**

1) Failure to immediately proceed to the next base or return to his original base after the pitcher has the ball within the 8-foot radius of the pitcher's plate will result in the baserunner being declared out.
2) Once the runner returns to a base for any reason, he will be declared out if he leaves said base unless: a) a play is made on him or another runner; b) the pitcher does not have possession of the ball within 8 feet of the pitching plate; c) the pitcher releases the ball to the batter; or d) the pitcher drops the ball.
3) If two runners are off base and two different umpires call each runner out, determine which runner was called out first and return the other to the base he left. It is not possible to obtain two outs on this rule.

A base on balls is treated the same as a batted ball as long as the batter-baserunner continues past first base. If, however, the batter-baserunner stops at first base and then steps off the base after the pitcher has the ball within 8 feet of the pitcher's plate, he is **OUT.**

If, after the pitcher has the ball within 8 feet of the pitcher's plate, the runner starts back to his original base or forward to another base and then stops or reverses direction, he is **OUT** unless the pitcher makes a play on him. When a play is made on a runner, he may stop or reverse his direction.

If, after the pitcher has the ball within 8 feet of the pitcher's plate, the runner stands off his base and does not **IMMEDIATELY** attempt to advance or return, he is **OUT.**

If the pitcher throws the ball from within 8 feet of the pitcher's plate, carries it from there; sets it on the ground, or otherwise loses possession of it, including handing it to another player (even within the 8 feet), it is interpreted as **MAKING A PLAY** and runners on base may leave at their own risk, provided time is not out. A fake throw is also considered **MAKING A PLAY.** The throwing arm must be raised on a fake throw and an actual movement forward must be made. Just raising the arm is not considered a fake throw.

Within the 8-foot radius means: a) standing on the line, or b) standing completely inside the 8-foot circle line.

24. **OBSTRUCTION**

Obstruction is the act of a fielder, while not in possession of the ball, in the act of fielding a batted ball, or about to receive a thrown ball, which impedes the progress of a baserunner who is legally running bases.

Whenever obstruction occurs, whether a play is being made on a runner or not, the umpire will call "obstruction" and signal a delayed dead ball. The ball will remain alive. If the obstructed runner is put out prior to reaching the base he would have reached had there not been obstruction, a dead ball is called and the obstructed runner — and each other runner affected by the obstruction — will be awarded the base(s) he would have, in the umpire's judgement, had there not been obstruction. An obstructed runner may never be called out between the two bases where he is obstructed. If he is tagged between the same two bases, the obstructed runner would either be awarded the forward base, or returned to the last base touched.

If the obstructed runner is put out after passing the base he would have reached had there not been obstruction, he is running at his own risk and if tagged, would be called out. The ball remains alive, and other plays can be made.

When an obstructed runner not being played on is awarded or reaches a base he would have made without obstruction, and a preceding runner is on that base, time will be called. The obstructed runner will be awarded that base, and the runner occupying it will be entitled to the next base without liability to be put out. PLAY — R1 advances to third base and remains there. R2 is obstructed rounding second base and is not being played on. He makes it safely to third base. This is the base he would have reached had he not been obstructed: The ball is thrown to the third baseman while there are two runners on third base. RULING: "Two runners on the same base" does not apply here. Since R1 is forced, the umpire will call time and award R1 home and R2 third base.

PLAY — R2 is obstructed between second and third bases while a play is being made at the plate on R1. The ball is then thrown to F6 who tags the obstructed runner, R2 near third base. F6 then throws the ball to F4, who tags the batter-runner R3 attempting to reach second base.

RULING: R2 is a runner **"not being played on"** during the obstruction; thus, at the time of the obstruction, the ball remained alive and in play until the next play is completed. The play at the plate was legal. When the ball is thrown to F6 and the tag made on the obstructed R2, the ball is ruled dead and R2 awarded third if in the umpire's judgement he would have made third. R3 is returned to first base, because the ball was dead.

When the baserunner is obstructed during a **"rundown"** a delayed dead ball is called. If the runner is tagged after being obstructed, time is called and the batter awarded the base he would have made. If the ball is overthrown after the obstruction, the runner can advance. He cannot be called out between the two bases he was obstructed.

"Catcher obstruction" is a delayed dead ball call. Should catcher obstruction be called when the batter hits the ball, and if the batter reaches first base safely, and if all other runners have advanced at least one base, the obstruction is cancelled. All action as a result of the batted ball stands. If the batter does not reach first base, however, or if one of the other runners does not advance at least one base, the manager of the batting team has the option of taking the result of the play, or awarding the batter first base and advancing other runners only if they are forced because of the batter being awarded first base.

25. **OVERTHROWS**

Runners are almost always awarded two bases on overthrows which become blocked. When the throw is by an infielder or an outfielder, the two bases are awarded from the last base touched at the time the ball left the thrower's hand.

Direction of runners has no bearing on the award; i.e., when an overthrow is made on a runner returning to a base, he is awarded two bases from that base. If he was returning to first base and the throw was from the outfield and it left the outfielder's hand before the runner got back to first base, the runner would be awarded third base.

If a runner touches the next base and returns to his original base, the original base he left is considered the 'last base touched' for purposes of an overthrow award.

The award of bases is based on the position of the front runner if there are two runners between the same bases at the time of award. Two runners between first and second will be awarded second and third, however if two runners are between second and third, both will be awarded home.

When a fielder loses possession of the ball on an attempted tag and the ball then enters the dead ball area or becomes blocked, all runners are awarded **one** base from the last base touched at the time the ball entered the dead ball area or became blocked.

(FP only) On pitched balls going out of play, the baserunners are awarded one base from the last base touched at the time of the pitch. Batters receiving a walk as a result of four balls are still awarded first base only, if ball four gets away from the catcher and goes out of play.

26. **PITCHER'S UNIFORM**

A pitcher should be dressed identical to other players on the team. A long sleeved sweat shirt under the jersey of any color is acceptable. If two players (including the pitcher) have sweatshirts on, they must be identical in color and style. No player may wear ragged, frayed, or slit sleeves on an exposed undershirt.

A pitcher may wear a wrist band and a batting glove on the glove wrist and hand. The batting glove can be white. (FP only) Nothing can be on the pitching wrist or hand, including a bandaid.

(SP ONLY) Pitchers may wear a wrist band on their pitching arm and can have a bandaid on pitching fingers.

A pitcher may wear the pitcher's toe plate on his shoe.

Exposed white sliding pads under a female pitcher's shorts should not be allowed when the female pitcher is in a pitching position.

27. **PROTESTED GAME UPHELD AND RESCHEDULED:**

When protested game is upheld, the game is to be rescheduled from the point at which it was protested. Although the same lineups are to be used when the game is resumed, there is no penalty for substitutions to be legally placed into the lineups at this time. Even if a player was not at the protested game, he is legal to be substituted when the game is rescheduled as long as he is on the roster. If a player was ejected in the original game after the protest was filed, that player can legally play in the rescheduled game.

28. **RUN SCORING ON THIRD OUT OF INNING**

A run will not score if the third out of the inning is a force out at first base (batter-runer) or at another base if a preceding runner is forced because of the batter-runner becoming a baserunner.

Missed bases could result in a force out (i.e., if the runner from first base missed second base on a base hit and that was the third out of the inning when properly appealed, the run would not count).

An appeal play on a runner leaving a base too soon on a caught fly ball is considered a "time play" and not a force. If the appeal results in the third out, any runners preceding the appealed runner would score if they crossed home plate prior to the appeal being made.

29. **SHOES.**

Metal cleats are legal in adult male and female fast and slow pitch. They are not legal in adult co-ed slow pitch play or any level of youth fast or slow pitch. Polyureathene or plastic cleats shaped to look like a metal triangle toe or heal plate are illegal in youth and co-ed play also. If there are nubbins or round plastic cleats in addition to the triangle plate, the shoe is legal. Cleats that screw onto a post are illegal, but cleats that screw into the shoe are legal.

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30. **STEALING (Slow Pitch)**
Base stealing is illegal in Slow Pitch; however, the runner is not out. Since the ball is dead on balls and strikes, he is returned to the base he held at the time of the pitch. Because he cannot steal, he may not be picked off base either. A runner may be called out for failure to keep contact with a base to which he is entitled until a legally pitched ball has reached home plate.

31. **SUBSTITUTIONS**
All substitutions must be reported to the plate umpire who in turn will report the changes to the official scorekeeper.

If a substitution is in the game without reporting, he is considered an "unreported substitute," and when brought to the plate umpire's attention, the umpire will eject him from the game. Once ejected by the umpire, that player now becomes an "ineligible player." Refer to Rule 4, Sec. 7a for various situations.

If a manager removes a substitute from the game and re-enters the same substitute later in the game, this is considered an illegal re-entry. For an illegal re-entry, the player and his manager are ejected. This would not be a forfeit. The only time a game is forfeited for a substitution violation is if a player ejected by the umpire (ineligible player) is back in the same game.

Violation of any substitution rule is handled as a protest by the offended team.

32. **TIE GAMES OR GAMES CALLED WHICH ARE LESS THAN REGULATION.**
When these games are rescheduled, the same procedure should be followed as stated in POE #27 "Protested games upheld and rescheduled."

In determining tie games after five innings (regulation game) have been played, the home team must have had the opportunity to bat and tie the score. If it has scored more runs than the visiting team and the game is called in the fifth or sixth inning, the home team shall be the winner. If the visiting team has scored more runs than the home team in the sixth or seventh and the home team has not had the opportunity to bat, the game reverts back to the previous inning. If that score was tied, it would be a tie game; if the score was not tied when it reverted back, a winner could be declared if one team was ahead and five full innings have been played.

If a game is called before five full innings have been played (or four and one-half if the home team is ahead), the game will be resumed at the point at which it was called.

33. **TIE BREAKER RULE**
Although not officially adopted by the ASA, the tie breaker rule is used by the NCAA and in local leagues. Depending on the inning to enforce the tie breaker, during each half inning of its use, the offensive team shall begin its turn at bat with the player who is scheduled to bat ninth in that respective half inning being placed at second base. (i.e., if the number five batter is to lead off, number four in the batting order will be placed at second base. A substitute can be inserted for the runner.)

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SP - Slow Pitch
M - Modified
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Drawing				
BATTER'S ON-DECK CIRCLE		2	4	b
Batter may leave		7	13	d(1)-(2)
Drawing				
BATTING ORDER		1	9	
		7	2	a-e
For designated player	FP/M	4	3	b
BATTING OUT OF ORDER		7	2	c
While on base		7	2	c(4)

	Game	Rule	Section	Article
BLOCKED BALL		1	10	
		9	1	v
Offensive equipment on field		8	5	g (play 4)
BODY PROTECTORS		3	9	
For umpires		10	1	c
BOX SCORE		12	2	a-b
BUNT		1	11	
With two strikes on the batter	FP/M	7	11	l
	SP	7	11	n
CAPS				
For players		3	11	a
For umpires		10	1	c
CASTS		3	11	f
CATCH		1	12	
Legally caught ball		1	43	
CATCHER'S BOX		1	13	a-b
	FP	6	3	d
	M	6	3	f
	SP	6	3	d
	16"	6	3	d
Dimensions		2	4	d
Drawing				
CATCHER'S OBSTRUCTION		8	2	d
CHANGE OF UMPIRES		10	5	
CHARGED CONFERENCES				
Defensive	1	14		a
	FP	6	11	
	M	6	11	
	SP	6	9	
	16"	6	11	
Offensive		1	14	b
		5	8	
CHOPPED BALL		1	15	
	SP	7	11	n
CLEATS		3	8	
COACH		1	16	
Assists runner		8	8	m

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	Game	Rule	Section	Article
Interferes with throw		8	9	
Removal from the game		5	8	
		4	5	a
Two coaches		10	9	b
COACH'S BOX DIMENSIONS		2	4	e
Drawings				
CO-ED RULES				
Ball		3	3	j-k
Base distances		2	3	
Batting order		7	2	e
Defensive positioning		4	2	e
Extra Player (EP)		4	4	e
Male base on balls		8	2	c EFFECT
Outfield distance		2	1	
Pitching distance		2	3	
Shoes		3	8	
Starting game		4	6	e,f
Uniforms		3	11	(play 3)
COIN TOSS		5	1	
CONDITION OF FIELD		5	2	
CONFERENCES				
Defensive		1	14	a
	FP	6	11	
	M	6	11	
	SP	6	9	
	16''	6	11	
Offensive		1	14	b
		5	8	
COURTESY RUNNER (illegal)		4	5	a-b
For injured runner		9	1	i
DEAD BALL		1	17	
		9	1	a-aa
Intentionally carrying into dead ball area		8	5	j2
DEFENSIVE TEAM		1	18	
Defensive player distracts batter	FP	6	7	NOTE
	M	6	7	NOTE
	SP	6	7	NOTE
	16''	6	9	NOTE
Throwing glove at ball		8	5	f

	Game	Rule	Section	Article
DEFINITIONS		1	1-62	
DELIBERATE CRASH (Baserunner)		8	8	s
DESIGNATED PLAYER (DP)	FP	4	3	a-d
		4	3	a
Penalty for illegal DP		4	5	a
Scoring		12	2	a(1)
DIAMOND DIMENSIONS		2	4	a-f
Official dimensions of softball field				
DISLODGED BASE		1	19	
		8	1	c
		8	4	c
Not out if off dislodged base		8	9	l
DOUBLE, GROUND RULE		8	5	h,i
DOUBLE PLAY		1	20	
DROPPED BALL DURING WINDUP	FP	6	12	
	M	6	12	
	SP	6	8	d
EJECTION FROM GAME		5	3	f(6)-(7)
Altered bat		7	1	d EFFECT
		7	11	b
Deliberate crash		8	8	s
Second offense		10	9	c
Violation of the rules		10	1	j(3)
EQUIPMENT		3	1-11	
Left on field		3	10	
ERROR		12	2	b(6)a-e
EXTRA PLAYER (EP)	SP	4	4	a-e
Mininum number of players		4	1	
		4	6	d
Penalty		4	4	a
		4	5	a
Scoring		12	2	a(2)
FAIR BALL		1	21	a-f
		7	8	a-f
FAIR TERRITORY		1	22	
FAKE TAG		1	23	
		1	23	

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	Game	Rule	Section	Article
FIELDER		1	24	
FITNESS OF GROUND		5	2	
FLY BALL		1	25	
Carried into dead ball area		8	5	j(1)-(2)
FORCE OUT		1	26	
		8	4	a
		8	7	d
FOREIGN SUBSTANCE ON PITCHING HAND	FP	6	6	
	M	6	6	
	SP	6	5	
	16"	6	6	
FORFEITED GAME		5	3	f(1)-(7)
Score of		5	4	c
		10	2	f
Records		12	9	
FOUL BALL		1	27	a-f
		7	6	f
		7	9	a-f
FOUL TIP		1	28	
Held by catcher		7	6	c
		7	10	
GAME CALLED		5	3	c
Championship Game Called		5	3	g (Exception)
GLOVES		3	7	
Grey circle or multicolored		3	7	
Illegal glove		7	12	
		8	9	m
Softball Glove Specifications				
GROUND RULES		2	2	
Discussion with managers		10	1	e
GROUND RULE DOUBLE		8	5	h,i
HEADBANDS		3	11	a2
HEIGHT OF PITCH	SP	6	3	c
	16"	6	3	c
HELMETS		1	29	
		3	11	e

	Game	Rule	Section	Article
HESITATION PITCH	16"	6	4	
HIT BATSMAN		7	6	e,g
		7	11	a
	FP	8	2	f
		9	1	o
HOME PLATE		3	4	
Drawing				
HOME RUN		8	5	h
HOME TEAM		1	30	
ILLEGAL BAT		1	31	
		3	1	
		7	1	c
		9	1	x
ILLEGAL GLOVE		3	7	
PENALTY		7	12	
		8	9	m
ILLEGAL PITCH	FP/M	6	1-7,9	
	M	6	1-7,9	
	SP	6	1-8	
	16"	6	1-8	
ILLEGALLY BATTED BALL		1	32	a-c
		8	6	b
		9	1	a
ILLEGALLY CAUGHT BALL		1	33	
Detached equipment		8	5	f
Illegal glove		7	12	
ILLEGAL PLAYER		1	34	
INELIGIBLE PLAYER		1	35	
IN FLIGHT		1	36	
IN JEOPARDY		1	37	
IN PLAY		9	2	a-ad
INCOMPLETE GAME		5	3	g
INFIELD		1	38	
INFIELD FLY		1	39	
		7	11	g

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	Game	Rule	Section	Article
INJURED RUNNER		9	1	i
INNINGS		1	40	
Regulation games		5	3-4	
INSULTING REMARKS TOWARD PLAYERS OR UMPIRES		10	9	a
INTENTIONALLY DROPPED FLY BALL		7	11	h
INTENTIONAL WALK	SP	8	2	c EFFECT
INTERFERENCE		1	41	
Aiding a runner		8	8	m
Ball hitting umpire		8	2	e
		9	1	g(3)
Baserunners return		8	6	c
		8	8	j-s EFFECT
By base coach		8	8	m,q
		9	1	g(2)
By baserunner		8	8	j,k,l,r
		9	1	g(3),(6)
By batter		7	3	
At home plate		8	8	n
		9	1	g(1)
By on-deck batter		7	13	e
By plate umpire	FP/M	8	6	d
Catcher with batter on attempted squeeze play	FP/M	8	5	d(3)
Deliberate crash by runner		8	8	s
Offensive equipment on field		8	5	g (play 4)
While fielding foul ball		7	4	
		9	1	g(5)
With a bat		7	5	
JEWELRY		3	11	g
LEAVE GAME		4	5	a-b
LEGAL DELIVERY OR PITCH	FP	6	3	a-e
	M	6	3	a-e
	SP	6	3	a-e
	16"	6	3	a-e
LEGAL TOUCH		1	42	
LEGALLY CAUGHT BALL		1	43	

	Game	Rule	Section	Article
LINE DRIVE		1	44	
LIVE BALL		9	2	a-ad
LOSS, CREDITED TO PITCHER		12	6	
MASKS AND THROAT PROTECTORS		3	9	a
Umpires		10	1	c
MAXIMUM ARC	SP	6	3	c
	16"	6	3	c
MINIMUM ARC	SP	6	3	c
	16"	6	3	c
MITTS		3	7	
Illegal mitt		7	12	
MODIFIED PITCHING RULES		6	1--12	
MULTICOLORED GLOVES		3	7	
NO PITCH	FP	6	10	a-e
	M	6	10	a-e
	SP	6	8	a-e
	16"	6	10	a-d
NUMBERS, Uniform		3	11	d
OBSTRUCTION		1	45	
		8	5	b
Catcher obstruction		8	2	d
OFFENSIVE TEAM		1	46	
OFFICIAL BALL, 11", 12", & 16"		3	3	
OFFICIAL SCOREKEEPER		12	1	
ON-DECK BATTER		7	13	a-f
Warm-up bats		3	2	
ON-DECK CIRCLE DIMENSIONS		2	4	b
Drawings				
OUTFIELD		1	47	
OVERRUN FIRST BASE		8	8	h
OVERSLIDE		1	48	
		8	8	b
		8	8	h,i

	Game	Rule	Section	Article
OVERTHROW		1	49	
		8	3	b
		8	5	g
From pitching plate	FP/M	8	5	c
PASSED BALL		1	50	
PHOTOGRAPHER, CARETAKER, POLICEMAN ON FIELD		9	2	9
PICK OFF	16''	6	8	
PINE TAR (bats)		3	1	j
PITCH				
Deliberate drop or roll	FP/M	6	5	
	M	6	5	
	16''	6	5	
Delivered with catcher not in catcher's box	FP/M	6	3	d
	M	6	3	f
	SP	6	3	d
	16''	6	3	d
Height of pitch	SP	6	3	c
	16''	6	3	c
Illegal	FP	6	1-7,9	
	M	6	1-7,9	
	SP	6	1-8	
	16''	6	1-8	
No pitch declared	FP	6	10	a-e
	M	6	10	a-e
	SP	6	8	a-e
	16''	6	9	a-d
Quick return pitch	FP	6	10	b
	M	6	10	b
	SP	7	8	
	16''	6	9	
Returned by catcher	FP	6	3	e
	M	6	3	g
	SP	6	3	e
	16''	6	3	e
		7	7	d
Slips from pitcher's hand	FP	6	12	
	M	6	12	
	FP	9	2	ac
	SP	6	8	d

	Game	Rule	Section	Article
Warm-up pitches allowed	FP	6	8	
	M	6	8	
	SP	6	6	
	16"	6	7	
PITCH BEGINS	FP	6	2	
	M	6	2	
	SP	6	2	
	16"	6	2	
PITCHER				
Credited with loss			12	6
Credited with win		12	5	a-b
Deliberately dropped or rolled ball	FP	6	5	
	M	6	5	
	16"	6	5	
Fails to pitch ball within 20 seconds	FP	6	3	f
	M	6	5	
	SP	6	3	f
	16"	6	3	f
		7	7	e
Hesitation throws	16"	6	4	
Legal delivery	FP	6	3	a-e
	M	6	3	a-e
Modified exception	SP	6	3	a-e
	16"	6	3	a-e
Pick off attempts	16"	6	3	(play)
	16"	6	4	(play)
Playing runners back to base from 8' circle	FP/M	8	8	t
Position of feet	FP	6	1	a
	M	6	1	a
step during delivery	FP	6	2	a,b and (play 2)
Removal after conference with manager		1	14	a
	FP	6	11	
	M	6	11	
	SP	6	9	
	16"	6	11	
Starting pitcher		1	56	
Re-enter		4	5	
Tape on finger	FP	6	6	
	M	6	6	
	SP	6	5	
	16"	6	6	

	Game	Rule	Section	Article
Warm-up pitches allowed between innings	FP	6	8	
	M	6	8	
	SP	6	6	
	16"	6	7	
PITCHER'S PLATE		3	5	
Contact at delivery	FP	6	2	b
	M	6	2	b
	SP	6	2	
	16"	6	2	
Drawing				
Eight-foot circle		2	4	f
Pitcher throws while in contact with	FP	6	9	
	M	6	9	
	16"	6	8	
PITCHER'S SIGNALS	FP	6	1	b
	M	6	1	b
PITCHING DISTANCES		2	3	
PITCHING POSITION	FP	6	1	a-e
	M	6	1	a-e
	SP	6	1	a-c
		6	2	
	16"	6	1	a-c
		6	2	
PIVOT FOOT		1	51	
PLATE UMPIRE		10	2	a-g
PLAY BALL		1	52	
Fail to resume play in 2 minutes		5	3	f(3)
PLAY MADE BY UNANNOUNCED SUBSTITUTE		4	7	a
PLAYERS		4	1	a-g
Minimum number to play		4	6	a-f
Officially entering the game		4	7	a-d
Positions		4	2	a-d
Removed from game		4	7	d
PLAYING FIELD		2	1	
Drawing				
Fitness for play		5	2	
PROTESTS		11	1-7	

	Game	Rule	Section	Article
PROTESTS		11	1-7	
Decisions		11	7	a-c
Examples		11	1,2	
Information needed		11	6	a-e
Notification of intent		11	4	a-b
Time limit		11	5	a-b
QUICK RETURN PITCH		1	53	
	FP	6	10	b
	M	6	10	b
	SP	6	7	
	16"	6	9	
RE-ENTER GAME		4	5	
PENALTY FOR ILLEGAL RE-ENTRY		4	5	a
REFUSING TO PLAY		5	3	f(2)
REGULATION GAME		5	3-4	
REMOVAL FROM GAME		4	5	a
		4	7	a
		5	3	f(6)-(7)
Batter using altered bat		7	1	d EFFECT
		7	11	b
Manager or coach		5	8	
		4	5	a
Substitute not announced		4	7	a
Second offense		10	9	c
Violation of rules		10	1	j(3)
RESIN	FP	6	6	
	6	6		
	SP	6	5	
	16"	6	6	
RETURN OF PITCH TO PITCHER	FP	6	3	e
		M6	6	
	SP	6	3	e
	16"	6	3	e
REVERSAL OF UMPIRE'S DECISION		10	6	b
ROSTERS (male and female)		4	1	e
RUNNER		1	54	
Courtesy runner (illegal)		4	7	d
		9	1	i

	Game	Rule	Section	Article
Leaving base too soon on caught fly ball		8	8	f
Leaving base too soon on pitch	FP	6	10	c
	M	6	10	c
	SP	6	8	b
RUNS BATTED IN		12	4	a-f
RUNS NOT SCORED		5	6-7	
		8	1	f
Force out		8	4	a
RUNS SCORED		5	5	
		11	3	
SACRIFICE FLY		1	55	
SCOREKEEPER'S SUMMARY		12	7	a-t
SCORING		12	1-9	
Forfeited game records		12	9	
No base hit		12	3	a-c
Runs		5	6-7	
SHOES		3	8	
SINGLE UMPIRE		10	4	
SIXTEEN-INCH SLOW PITCH RULES				
Ball		3	3	
Base Distance		2	3	
Lead Off		8	6	h EFFECT
Pick Off		6	8	
Pitching		6	1-2	
Pitching Distance		2	3	
Pitching Hesitation		6	4	
Outfield Distance		2	1	
SOFTBALL, 11", 12", & 16"		3	3	
SPECTATORS, ABUSIVE LANGUAGE		10	9	a
Attack umpire		5	3	e
Interference (blocked ball)		1	10	
		9	1	v
SPEED OF PITCH	SP	6	3	a
	16"	6	3	a
SPIKES		3	8	
Youth		3	8	

	Game	Rule	Section	Article
STARTING LINEUP		4	7	
Number of players		4	6	
Positions		4	2	a-d
Re-enter		4	5	
STARTING PITCHER		1	56	
STEALING		1	57	
	SP	8	6	h
Leaving bases after returning		8	8	u
Scoring	FP	12	8	
When ball leaves pitcher's hand	FP/M	8	3	a
		8	8	t
STEP TAKEN BY PITCHER	FP	6	2	a
	M	6	2	a
	FP	6	3	c
	M	6	3	e
	SP	6	2	
	16"	6	2	
STEPPING OUT OF BATTER'S BOX		7	1	a
STOLEN BASE	FP	1	57	
	SP	8	6	h
Leaving base after returning	FP/M	8	8	t
Scoring		12	8	
When ball leaves pitcher's hand	FP	8	3	a
STRIKE		7	6	a-g
Ball hitting batter on third strike		7	6	e
Dropped third strike		8	2	b
STRIKE ZONE	FP	1	58	
	SP	1	58	
SUBSTITUTE				
Courtesy runner (illegal)		4	7	d
		9	1	i
No substitute available		5	3	f(7)
Notify umpire		4	7	a
Officially in game		4	7	b(1)-(4)
Re-enter		4	5	
Unannounced (illegal)		4	7	a
SUBSTITUTE RUNNER		4	7	b(3)
For injured player		9	1	i
SUSPENSION OF PLAY		5	3	f(3)
		10	8	a-h

	Game	Rule	Section	Article
TAPE ON PITCHING HAND	FP	6	6	
	M	6	6	
	SP	6	5	
	16''	6	6	
TEAM		4	1	
Refusing to play		5	3	f(2)
To continue playing		4	6	a-f
		5	3	f(7)
To start a game		4	6	a-f
THIRD STRIKE RULE	FP/M	8	2	b
	SP	7	11	m
THREE-FOOT LINE DIMENSIONS		2	4	a
Drawing				
THROAT PROTECTORS (masks)		3	9	a
Umpires		10	1	c
THROWING TO A BASE WHILE FOOT IS IN CONTACT WITH PITCHER'S PLATE	FP	6	9	
	M	6	9	
	16''	6	8	
THROWING GLOVE AT BALL		8	5	f
TIE GAMES		5	3	b,d,g
Regulation tie		5	4	b
TIME		1	59	
By umpire		10	8	a-h
Player-manager-coach	FP	6	10	e
	M	6	10	e
	SP	6	8-9	e
	16''	6	10	c
TRAPPED CATCH		7	11	h NOTE
TRIPLE PLAY		1	60	
TURN AT BAT		1	61	
UMPIRES		10	1-9	
Equipment/Uniform		10	1	c
Interference		8	2	e
Plate umpire	FP	8	6	d
	FP/M	9	1	9
		9	2	d,e
Judgement		10	6	

	Game	Rule	Section	Article
Signals		10	7	a-r
Reversal of Decision		10	6	b
UNIFORMS				
For players		3	11	
For umpires		10	1	c
Numbers on uniform		3	11	d
VIOLATIONS		10	9	a-c
WALK		1	3	
		8	2	c
		8	8	t(2) NOTE
WARM-UP BATS		3	2	
WARM-UP PITCHES FOR RELIEVING PITCHER BETWEEN INNINGS	FP	6	8	
	M	6	8	
	SP	6	6	
	16"	6	7	
		7	7	f
WHITE WEBBING, CIRCLE, OR FIGURE ON GLOVE		3	7	
WILD PITCH		1	62	
Goes out of play	FP	8	5	c
WIN CREDITED TO PITCHER		12	5	a-b
WINDUP	FP	6	4	a-e
	M	6	4	a-e
	SP	6	4	a-f
	16"	6	4	a-d
WINNING TEAM		5	4	
WITHDRAWN		4	5	
WRISTBANDS ON PITCHER	FP/M	6	6	
	M	6	6	
	SP	6	5	
	16"	6	6	
YOUTH DIFFERENCES				
Metal spikes		3	8	
3rd strike foul (SP Only)		7	11	(m) exception
No stealing (FP)		8	6	j
Field Dimensions		2	1,3	

Rule Modifications

NJCAA Rule Modifications

National Junior College Athletic Association

Section 5. Rules and Procedures

a. Current ASA Rules will be used with the following exceptions.
   1. Helmets will be required for runners, catchers, batters, and on deck personnel.
   2. The pitching distance shall be 43 feet.

b. A maximum of 17 players shall be designated prior to that team's first game of the National Tournament, which includes district play.

c. The tournament shall be conducted as a double elimination fast pitch tournament.

d. ASA official softballs shall be used. All teams will use the official tournament ball. The Dudley Day/Nite ball will be the official game ball (SB12-LND).

NCAA Rule Modifications

National Collegiate Athletic Association

a. *Championships only.*
   (1) *Enclosed facility.* The complex must be enclosed so that admission can be charged.
   (2) *Field requirements.* The field must have a skinned infield, an outfield fence and there must be 25 feet (maximum 30 feet) from home plate to backstop. For Divisions II and III, sideline fences are required.
   (3) *Regional fence distances.* For all divisions, the distance to the outfield fence may not exceed 235 feet. Whenever possible, outfield fences shall be 190 feet in left and right fields, and 220 feet in center field. The outfield fence may also be 200 feet all around, as recommended by the Amateur Softball Association.
   (4) *Final fence distances.* For all division championships, the outfield fences shall be 190 feet in left and right fields, and 220 feet in center field.
   (5) *10-run rule.* A five-inning, 10-run rule will be used in all three NCAA championships (all rounds).
   (6) *Tie-breaker.* If the score remains tied after nine complete innings, at the start of the 10th inning, the offensive team shall begin its turn at bat with the player who completed the last "at bat" in the ninth inning placed as a runner on second base.

b. Regular season and championships
   (1) *Pitching distance.* The pitching distance shall be 43 feet. The pitcher will take a position with both feet on the ground and in contact with (but not off the side of) the pitcher's plate. Shoulders shall be in line with first and third base, with the ball held in one hand. One step may be taken, which shall be forward.
   (2) *Line-up.* The line-up becomes official when it is submitted to the umpire.
   (3) *Headbands.* In addition to wearing caps or visors, players on the same team may also wear headbands as defined by the ASA, provided the headbands are alike in make and color (must be a team color), and do not include any visible commercial identification larger than 1 1/2 inches square in size.

NAIA Rule Modifications

National Association of Intercollegiate Athletics

PITCHING DISTANCE [Rule 2, Section 3]
The pitching distance shall be 43 feet

PITCHING REGULATIONS [Rule 6, Section 1, item a]
Preliminaries—before starting the delivery (pitch), the pitcher shall comply with the following:

a. She shall take position with both feet on the ground and in contact with (but not off the side of) the pitcher's plate. Her shoulders shall be in line with 1st and 3rd bases. She shall hold the ball in one hand. *One step may be taken, which shall be forward.*

Secondary School Rule Modifications

Rule 3, Section 8. Youth (Secondary School) shoes: no metal, hard plastic, or polyurethane spikes similar to metal sole and heel plate, or shoes with detachable cleats are allowed in any division at any level of youth (Secondary School) play.

Rule 3, Section 9a. Masks, with throat protectors, must be worn by catchers in fast pitch and are recommended in slow pitch. Youth (Secondary School) catchers (FP ONLY) must wear the protective helmet and mask with attached throat protector.

Rule 3, Section 9b. Body protectors are recommended for catchers in fast pitch. Youth (Secondary School) catchers must wear body protectors in fast pitch and it is recommended they wear body protectors in slow pitch.

Rule 3, Section 9c. Youth (Secondary School) fast pitch catchers must wear shin guards, and it is recommended for adult fast pitch.

Rule 3, Section 9d. (Secondary Schools: catcher's mask and throat protector are mandatory during warmup by any player in the catcher's position.)

Rule 3, Section 11e. Helmets are permissible for batters, pitchers, baserunners, and catchers. Other than catchers and pitchers, helmets may not be worn by any other defensive player, except for medical purposes. (Secondary School: since the 1988 season, it is required that batters, baserunners, and on-deck batters wear head protectors with NOCSAE stamp.)

Rule 4, Section 1g. (Secondary Schools: a player who has been rendered unconscious during a game shall not be permitted to resume participation that day without written authorization from a physician.)

Officiating

NAGWS Affiliated Boards of Officials

The Affiliated Boards of Officials (ABO) is one of 8 structures of the National Association for Girls and Women in Sport (NAGWS). The following official statement of goals was approved by the ABO Executive Council (Fall, 1977) in an effort to clarify the future directions of ABO:

1. To improve the quality of officiating for girls' and women's sports contests, regardless of the level of skill/maturity of players, or the rules governing the contest.
2. To increase the number of competent women officials, not to the exclusion of men, but as needed affirmative action.
3. To promote the involvement of women in the governing bodies of other sports officiating groups.

The purpose of the ABO is to promote quality officiating for girls' and women's sport programs by:

(1) Developing officiating techniques
(2) Providing materials for training and rating officials
(3) Disseminating information about officiating
(4) Promoting the use of ABO-rated officials
(5) Developing standards of conduct for officials compatible with the philosophy of the NAGWS
(6) Providing the organizational and administrative structure for the coordination of Affiliated Boards
(7) Promoting standards with respect to training, ratings, and uniforms.

Local boards provide opportunities for interested individuals to learn about officiating or judging and are authorized to give NAGWS ratings.

The Principles and Techniques of Officiating (PTO) Chairpersons for each of the sports in which ABO grants ratings are specifically concerned with enumerating the mechanics used by referees, umpires, and judges in officiating games, meets, or matches.

The Examinations and Ratings (E & R) Chairpersons for each of the sports in which ABO grants ratings are responsible for preparing, revising, and analyzing the officiating theoretical (written) examinations.

ABO EXECUTIVE COUNCIL

ABO Administrative Committee
Marcia Alterman, Chair
Ann Casey, Chair-elect
Terry Lawton, Past Chair
June Courteau
Karen Gee
Janis Matson

ABO Rules Interpreters
June Courteau, *Basketball*
Sue Lemaire, *Volleyball*
Janis Matson, *Softball*

If you have questions concerning the rules or techniques of officiating softball, write to:

Dennis Mader
RDH 2, Box 26F
Cross Creek
Bergettstown, PA 15021-9401

Additional information regarding ABO softball officiating concerns may be secured by writing:

Janis Matson
Rt. 1, Box 222B, Roads End
Pittsboro, NC 27312

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Statement of Philosophy of the Affiliated Boards of Officials

The Role of the Official in the Competitive Situation

Educational values should be of primary concern to all who have leadership roles in a competitive program. As one of those fulfilling leadership roles, the official must be concerned with promoting those values and with the welfare of the participant. The unique contribution of the official is assuring equal opportunity and fair play for all. The official essentially acts as an arbitrator, providing judgments that are within the spirit and intent of the rules. Decisions are based on objective evidence, free from bias and from the emotion that often pervades the competitive environment.

An official enters the competitive situation with a thorough understanding of the letter, as well as the intent of the rules, the strategy and skills of the sport to be played, and correct execution of officiating techniques to view the contest accurately. The official maintains a friendly yet reserved attitude toward all throughout the sport experience. The official is flexible, operating within officiating standards appropriate to the age of the performers, the level of skill, and the facilities available. Biases by players, spectators, and coaches will be evaluated with an understanding not only of the multiplicity of ways in which individuals may react to a competitive experience but also of the behavior appropriate to such an educational experience. Duties will be performed fairly, efficiently, and without drawing undue attention to the official. In order to strengthen the official's effectiveness, personal evaluation of performance will be made and solicitation of constructive criticism from coaches, players, and administrators will be sought. Though receiving a fee, the ultimate reward to the official will be that of having rendered a valuable service to girls and women who have found personal meaning in expressing themselves through the medium of sport.

Affiliated Boards of Officials Honor Award

The Affiliated Boards of Officials encourage NAGWS members to consider nominating a candidate for the ABO Honor Award. Criteria for the award are as follows:

1. Candidates shall be at least 30 years of age and shall have worked in promoting officiating through the ABO for at least ten years.
2. Candidates shall be persons of high moral character and personal integrity who by their leadership and efforts have made an outstanding and noteworthy contribution to the advancement of girls' and women's sports through officiating.
3. To indicate leadership of meritorious contribution, the candidats should present evidence of successful experience in any six or more categories of service from the following:

Category 1: Offices-Leadership

1. Member of the Executive Council of the Affiliated Board of Officials.
2. Outstanding service at the state level in promoting the work of ABO.

Category 2: Committee Work

3. Chairperson of a committee of the ABO, such as a sport officiating committee.
4. Committee work over a perid of three years or more with local, state, district or the national organization within the structure of A.B.O.

Category 3: Writing-Research

5. Author or co-author of one or more books in areas dealing with officiating of girls' or women's sports.
6. Author of five or more articles concerning officiating of girls' or women's sports which have been published in periodicals of national scope.
7. Producer or director of a movie or other visual aid to be used in the teaching of officiating.

Category 4: Speaking and Teaching

8. Significant addresses for educational groups, conventions, radio and television audiences about officiating of girls' and women's sports.
9. Presentations of clinics and workshops concerning officiating of girls' and women's sports.
10. Teaching and training of officials

Category 5: Officiating and Rating

11. Holding a national ABO rating.
12. Being an official at a regional or national girls' or women's tournament.
13. Rating of officials for a period of five or more years.

Category 6: Public Relations

14. Promoting the use of ABO officials as an administrator of a school or recreation group or as a committee member of a city or league.
15. Serving on the governing body of sports officiating groups other than ABO and contributing liaison efforts and/or the promotion of the involvement of women in the decision making process of other sport groups.
16. An outstanding original contribution to the development of officiating of girls' and women's sports not included in the above.

Send recommendations to:
ABO Honor Award
NAGWS Program Administrator
1900 Association Drive
Reston, VA 22091

Standards for Officials' Ratings in Softball

There are four ratings for officials. Each is designed to meet the needs of various levels of softball competition and to stimulate the interest of individuals who desire to officiate. The Apprentice Rating qualifies the holder to officiate with another umpire, at lower level secondary games. The Local Rating qualifies the holder to officiate lower level secondary games or high school varsity games with another umpire. The State Rating qualifies the holder to officiate any secondary game with or without another umpire. The Collegiate Rating (formerly the State or National) qualifies the holder to officiate any high school, junior college, or four year college game.

Duration of Rating

All ratings are for one year. Participants must meet the standards set for the theoretical examination and the rules and mechanics clinic defined below.

Theoretical Examination

The written examination is given yearly to insure that the official has a thorough knowledge of the rules, and knows how to apply them. It is the NAGWS policy to set minimum standards with the understanding that all softball boards will adhere to them. There are two different forms of the test which can be administered one week apart for a participant who has failed to attain the minimum standards on the first form and wishes to be retested.

Rules and Mechanics Clinic

All umpires must attend an approved rules and mechanics clinic given by either a member of the National Staff or by a person designated by the local board.

Practical Examination

All practical examinations will be at the discretion of the local boards.

One suggested system would be to set up a committee of evaluators (minimum of three). The evaluators would observe (unannounced or

announced) a team of two officials during a double header. The evaluators will observe and make note of the individual's mechanics and knowledge of the rules both behind the plate and on the bases. Specifically, the raters would be critiquing the following: promptness (arrives early), neatness of uniform, pregame duties, rules and application, mechanics, positioning and angle for calls, judgement and decisiveness, cooperation with partner, control of game, composure, reaction to game/crowd pressure, and general attitude. The evaluators would then meet with each official to discuss the strong aspects of their performance and to provide feedback on ways to improve.

Requirements for Ratings

Apprentice Official

1. a. Theoretical examination—minimum score of 70%.
   b. Practical examination—must show an interest in becoming an umpire and demonstrate basic umpiring mechanics.
2. Must attend an approved NAGWS clinic.

Local Official

1. a. Theoretical examination—minimum score of 76%.
   b. Practical examination—must demonstrate a basic understanding of rule application and umpiring mechanics as determined by local board.
2. Must attend an approved NAGWS clinic.

State Official

1. a. Theoretical examination—minimum score of 82%.
   b. Practical examination—must be able to interpret and enforce all rules and demonstrate proper mechanics and correct positioning as determined by the local board.
2. Must attend an approved NAGWS clinic.

Collegiate Official

1. a. Theoretical examination—minimum score of 82%.
   b. Practical examination—must be an experienced official with a minimum of three (3) years of umpiring and successfully completed a practical examination as determined by the local board.
2. Must attend an approved NAGWS clinic.

Patch and Uniform

All NAGWS/ABO officials are required to wear an official ABO patch which can be purchased *only* by board chairs, from the National Office. Patches are sport and rating specific, i.e., State, Softball. *At this time, there is not a patch for collegiate officials.*

The following uniform is required of all ABO officials receiving fees for their services: All umpires are to be dressed according to Rule 10, Section 1. Male *and female* umpires shall wear a powder blue Elbeco shirt, long or short sleeved; dark, navy trousers and cap. All other paraphernalia (socks, leather or vinyl belt, ball bag and jacket) must also be dark navy blue for both male and female umpires. The plate umpire, whether male or female, in fast pitch must wear a mask with a throat protector. Body protectors are mandatory for females in fast pitch and are optional in slow pitch.

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How To Become A Rated Official

1. Study the rules, techniques of officiating, and study questions.
2. Attend interpretations meetings and officiating clinics or training courses conducted in your vicinity.
3. Practice often. To some, officiating comes easily; to others it comes only as the result of hard work and concentration. Welcome criticism and work hard to improve.
4. Find out from the chair of the nearest affiliated board when examinations for ratings are to be held.
5. Take your rating remembering that it is the aim of the Affiliated Boards of Officials to maintain high standards for officials.

Methods for Practical Examinations

A. New Candidates

1. New NAGWS/ABO candidates (inexperienced or unregistered) can qualify for an apprentice rating by meeting one of the following criteria:
   a. attend a series of structured clinics set up by the Board, the number to be specified by the Board, *or*
   b. secure a passing grade and the recommendation of the instructor in an officiating course at the college level (the course must be approved by the Board), *or*
   c. attend officiating courses offered by another organization. Candidate must secure a recommendation from said course and such a course must be approved by the Board. Courses offered by recreation departments or adult education would be acceptable.

   New apprentices shall work with more experienced officials for a number of contests, as designated by the affiliated board.
2. New NAGWS/ABO candidates (those who are experienced officials and/or registered with other officiating organizations) can be awarded a rating after completing the following requirements:
   a. receiving the appropriate score on the NAGWS/ABO Theoretical Examination (Form A or Form B); and,
   b. demonstrating ability to use ABO officiating techniques. The local Affiliated Board shall specify the nature of the demonstration but shall recognize the official's experience.

B. Methods for Practical Renewal

1. An official may renew or *upgrade* a rating by officiating under observation of the examining committee. See this section for number of raters required.
2. Alternative Method for Renewing at the *same level:* (Exception: basketball and volleyball nationals, gymnastics officials, and synchronized swimming officials).
   a. officiate a minimum of 3 intercollegiate, interscholastic, or interagency contests during which a minimum of 5 different evaluators are involved. Evaluators may be sought from coaches of the teams involved and/or ABO officials watching the contest. (The NAGWS/ABO official must have a rating comparable to that being sought by the renewal candidate.) Prior to the contest, the candidate shall ask the coaches and/or officials to respond to the evaluation postcard addressed to the appropriate sports chair, indicating the quality of officiating. After the contest, the person responding should fill out the postcard, indicating an opinion as to the competency of the official and mail it to the appropriate sports chair. If an average of 4 is scored by the official as indicated from the 5 responses, a national rating is automatic, providing that a minimum of 88 had been scored on the theoretical examination. If an average of 3.5 is scored by the official as indicated from the 5 responses, a state rating is automatic, providing that a minimum of 82 had been scored on the written examination.
   b. officiate a designated number of contests, such to be designated by the board.

If written complaints are received about an official renewing as in a. or b. above, a more formal method should be used.

Recommended Fees

Local boards should establish fees that reflect the level of rating of the official as well as the type and level of competition within their locale. Boards are encouraged to establish fees in conjunction with local governing groups. The fee schedule should reflect differential pay based upon rating levels.

It is strongly recommended that fee schedules not differ from that of officials of boys' sports, given substantially similar type and level of competition as girls' sports.

Registration of Officials

Most states require those who officiate either boys' or girls' interscholastic contests to be registered with the State High School Athletic Association or other administrative body. All NAGWS/ABO officials who officiate high school or junior high school games are urged to cooperate fully with their state regulatory body.

Amateur Standing of Officials

An official who wishes to maintain amateur status as a participant in a sport must be aware of the ruling(s) on amateur status established by various governing bodies for that sport.

Amateur status is defined by high school and college governing bodies as well as by national sport governing bodies that hold the franchise from international sport governing groups.

The official who wishes to maintain amateur status as a participant is responsible for investigating the specific regulations of *each* governing body with jurisdiction over such eligibility.

National Governing Bodies

Basketball—Write the Amateur Basketball Association of the United States of America, 1750 E. Boulder St., Colorado Springs, CO 80909.

Competitive Diving—Write U.S. Diving Inc., 901 W. New York St., Indianapolis, IN 46202.

Competitive Swimming—Write U.S. Swimming, 1750 E. Boulder St., Colorado Springs, CO 80909.

Gymnastics—Write the United States Gymnastics Federation, 1099 N. Meridian, Suite 380, Indianapolis, IN 46204.

Soccer—Write the United States Soccer Federation, 350 Fifth Ave., Suite 4010, New York, NY 10118.

Softball (Fast Pitch and Slow Pitch)—Write Amateur Softball Association, 2801 N.E. 50th St., RR #4, Box 385, Oklahoma City, OK 73111.

Synchronized Swimming—Write U.S. Synchronized Swimming Inc., 1750 E. Boulder St., Colorado Springs, CO 80909.

Track and Field—Write the Athletics Congress/USA, 155 W. Washington St., Suite 220, Indianapolis, IN 46204.

Volleyball—Write the United States Volleyball Association, 1750 E. Boulder St., Colorado Springs, CO 80909.

Information for Affiliated Boards

How to Establish a Board of Officials

1. Establish the need for an affiliated board by contacting individuals in the area who have current ratings or who are interested in standardizing and raising the level of officiating.
2. Write to NAGWS/ABO Program Administrator, c/o NAGWS/AAHPERD, 1900 Association Drive, Reston, VA 22091, for a sample copy of an authorized constitution for officials' boards and application for becoming an affiliated board.
3. At a designated meeting of interested individuals present plans for forming a board.
   a. choose a name which will permit expansion of function as need may arise; do not limit title to one sport.
   b. from the group, elect a chair, chair-elect, secretary, and treasurer.
   c. form an examining committee of at least three members for each sport in which you would like to give ratings. If any member has been rated elsewhere, such experience should be helpful; such a rating is not necessary, however. It is suggested that members of the examining committee be examined and obtain ratings from other affiliated boards whenever possible.
   d. make plans for drawing up a constitution according to the sample copy received from the NAGWS/ABO Program Administrator of the NAGWS Affiliated Boards of Officials. Plan to devote some time to the study of the rules and to practice officiating. If possible, secure the assistance of some rated official in each sport for which the Board anticipates giving ratings.
4. Send the completed application form, two copies of the local constitution, and a check for $25 affiliation fee (made payable to the NAGWS Affiliated Boards of Officials) to the NAGWS National Office. Indicate the sports in which you wish to grant ratings by listing the names and qualifications of *3* interested individuals. Approval of the application will come from the ABO Past Chair who will request that examination packets be sent to your Affiliated Board Chair for all sports in which your Board is authorized to give ratings. The process of accepting an application for affiliation of a new Board and of requesting that the proper examination packets be sent ordinarily takes several weeks. Prospective Boards, therefore, should file for affiliation at least 2 months before they wish to hold rating sessions.

5. Administer Form A of the National Theoretical Examination. Form B of the National Theoretical Examination may be administered to those who did not pass Form A.
6. Conduct practice sessions in rating officials. All persons on the examining committee who have not previously rated officials should have a minimum of three practice sessions prior to actually rating. Secure the assistance of a rated official in these practice sessions if at all possible.
7. Give practical examinations to individuals who pass the written examination. (Note minimum number of raters required to give various ratings, in this section.)
8. Order appropriate rating cards and patches from the NAGWS National Office for distribution to those who pass the theoretical and practical examination.
9. Send lists of approved officials to schools and other organizations in the area. This notice should indicate the fees for officiating and should give the name, address, rating, and telephone number of each official.
10. Keep accurate lists of all persons receiving ratings. Submit an NAGWS computer report for each sport in which your Board is authorized to give ratings and submit to the NAGWS National Office. An appropriate NAGWS computer form is included in each examination packet. Due date for submitting all forms: **June 1**; exception: Gymnastics due January 1. Send completed exam answer sheets to the NAGWS National Office, who conducts a yearly item analysis.

Adding Sports—Expansion of Services

Should a Board wish to add ratings in other sports, the Chair of the Board should write the ABO Past Chair c/o NAGWS National Office. The Board should indicate the names of a minimum of 3 persons qualified to act as examiners in that sport for the next 2 years. Qualifications and experience in the sport should be listed for each potential examiner. Should your Board qualify,you will be notified by the ABO Past Chair and will receive a packet for administering examinations.

Maintaining Affiliated Status

To maintain affiliated status in each sport in which it gives ratings, a Board must:

1. Pay dues each year to the *NAGWS National Office*. (Notification will be sent each spring.)

2. Submit a yearly NAGWS computer report to the NAGWS National Office regarding the current status of rated officials. (Reports for each sport must be submitted by **June 1**, with the exception of Gymnastics, which is due by January 1. Appropriate forms are included in examination packets.)

Note: Examination packets are mailed yearly to *qualified* boards on:

July 1—Volleyball
August 1—Basketball
January 1—Gymnastics
January 15—Fast Pitch & Slow Pitch Softball

If you do not receive your packet(s) within two weeks of the above dates, contact the National Office, 1900 Association Dr., Reston, VA 22091 (703) 476-3450.

National Association for Girls & Women in Sport

Sports Library for Girls and Women

The American Alliance for
Health, Physical Education,
Recreation, and Dance
1900 Association Dr.
Reston, VA 22091
0-88314-430-1

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